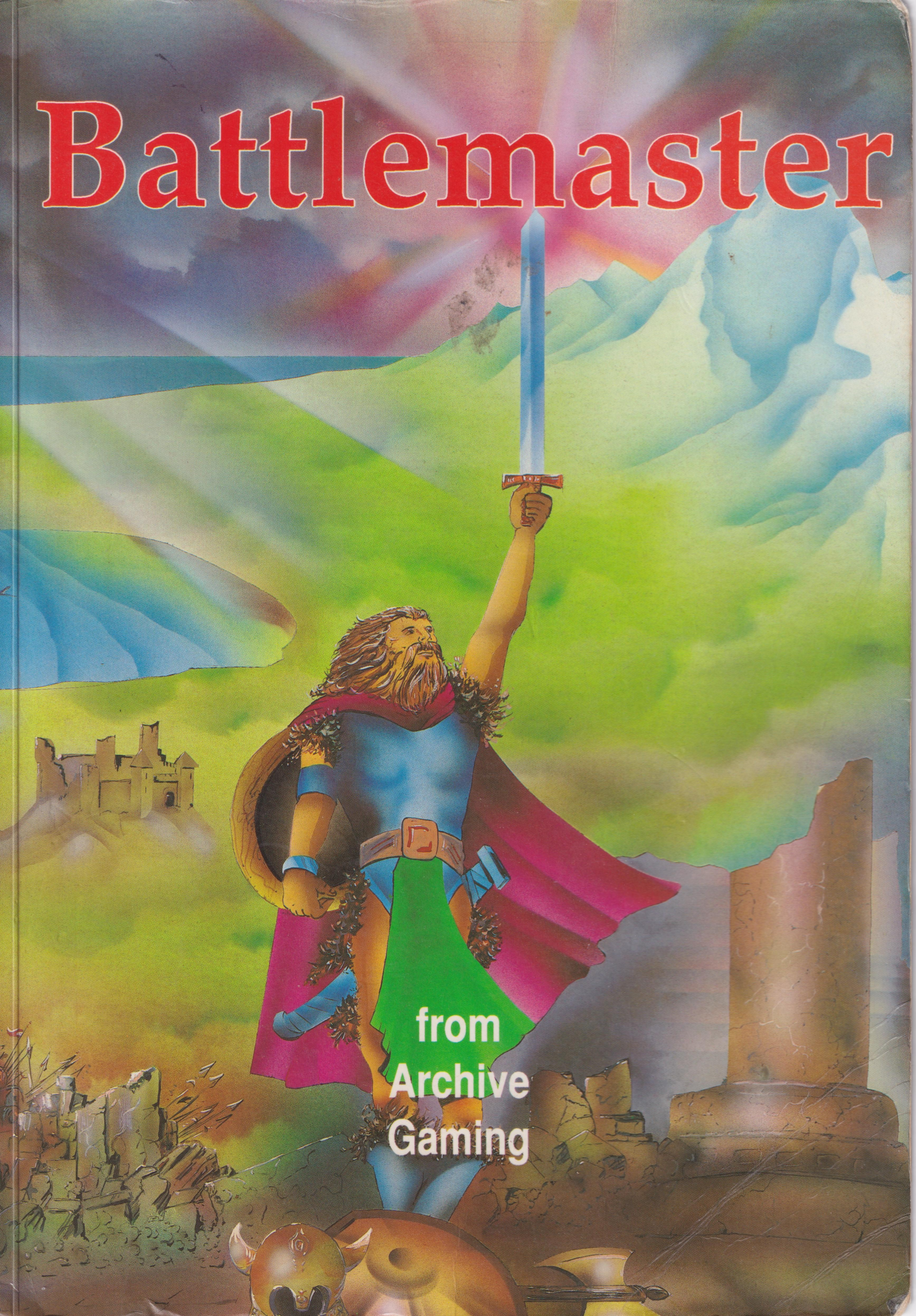


Battlemaster



from
Archive
Gaming

Battlemaster

from
ARCHIVE GAMING

To those who gave many lives

Aglo Ist Denela Sinto, Alran Zav, Alric Hoofdakker, Elrod, Eygil, Flash Eland, Geremier Gro Bunyel, Glibith Gangee, Hanna Stormrider, Hergo Peck, Jallope Shist, Janju Kashasha, Jaz Benatar, Judi Kalmorgan, Kaled El Ishtaf, Karneval Shealdarma, La Tiche, Lancellous Candor, Minwar Slumbar, Pandora Shist, Rangorr Pilo, Ranwar Tadas, Rene Pogel, Riock Ragnarock The Green, Rodan Kasi, Sanbadar, T.G., Trios, Veneral D. Lennon, Veralis Tamarnon, Warne Tarbor, Zendar Navar,

Zwiss Klartak

and others whose names have been lost in the annals of adventure

Thanks

Created by: Chris Norman and Jody Elliss.

Published by: ARCHIVE GAMING Pty. Ltd., Brisbane, Australia.

Printed by: Watson Ferguson & Company, Brisbane, Australia.

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ISBN 1 875112 00 6

Artwork: Luke Campbell, Chris McEniery, Machel Cooley, Anne Walton.

Cover: Alan Wayland.

Acknowledgements: Donna Bath, John Bentham, Thomas Cullinan, Andrew Dyson, Robert Fogarty, Greg Norman, Peter Norman, Phillip Norman, Sandra Norman, Nick Politylo, Matthew Pozzi, Linda Tierney.

The need to escape from the commonplace of everyday-life and to provide an explanation for the inexplicable led to the creation of vast legions of mythical creatures and rich tales of love, adventure, romance, and peril. These creatures and tales form the backdrop to this new game "BATTLEMASTER" for which I am privileged to be asked to write a foreword.

This game has been nurtured and developed much as the she-wolf suckled the proud Romulus and Remus until now it is at last ready to be released. The book, although somewhat daunting in size, should be seen as the canvas upon which your own imagination can be given full reign.

The original players gathered and created the first characters late in 1979 and now, nine years later, those same players, now disciples, still do battle. The prime movers and architects of this game, CHRISTOPHER NORMAN and JODY ELLISS, have spent this time creating and refining the rules that now appear in this volume. Midnight tolled many times as we sat hunched over the table playing and replaying combats, street fights, sieges, and adventures in the interests of testing and perfecting these rules.

So now let the game begin, let the grand Battle Master take his place at the table's head and let your characters be created. Loosen the bonds to imagination and enter the labyrinthine dungeon. Vast armies of good and evil characters await you and your cohorts. Do battle, and when you fail, as inevitably you must, for mortality stalks every character, do not despair but create another and return to the fray.

A handwritten signature in dark ink, appearing to read 'T. Cullinan', with a stylized, flowing script.

Thomas Cullinan, B.A. LLB.

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INTRODUCTION

The lone sentry peered over the battlements as the sun rose, glinting over the far hill. He turned slowly, scanning the plains to the south and west and then turned his attention to the hills in the north. He was about to continue tying a new crossbow string when he noticed a glint of light from the northern hills as the sun climbed higher in the east. He watched carefully for several minutes and as the sun broke above the hills it filled the valley to the north with golden light, causing the morning mists and shadows to flee.

Camped along the dry water course was an army, bustling in the dawn, moving into battle lines. The sentry leapt from the ramparts, darting down the stone steps to the bell in the courtyard, peeling it loudly in alarm. Their castle was under siege ...

* * * * *

Dirty rivulets of sweat poured down the Warrior's face as he strained to lift the huge trap-door. They had knocked the restraining bolts free but the swollen wooden planks refused to lift from the stone floor. With veins standing blue against his neck and joints straining, he slowly lifted the door. As he threw it back against the floor, a rush of air, cool but nauseating with the stench of death, gusted from the dark cavern below.

The Cleric held a torch, the flickering light showing an old wooden ladder leading to the floor of the subterranean room. The Warrior drew his long sword and began to descend. He reached only half the length of the ladder when one of the steps, rotten with age and moisture, broke under his weight causing him to fall in a loud heap to the stone floor below. He stood up quickly, slightly bruised, sword at the ready. Nothing moved.

The Cleric dropped the torch to the Warrior. The room was walled with stone blocks, hand carved. A few broken pieces of furniture, chairs and a table, lay scattered about. Suddenly, without warning, several animated skeletons wearing scraps of clothing leapt from a dark side passage, attacking the Warrior. As he defended, his sword slipping off bone and between ribs and limbs, the Cleric reached for his cross, holding the symbol brazenly forward and muttering a deep-oathed prayer. The skeletons looked up and wavered at the display of the Cleric's power. The Warrior took the opportunity of free movement to slice the head from the bony shoulders of the nearest opponent. The undead creatures then broke from combat and fled down the dark passage, the sound of clattering bones soon departing ...

* * * * *

Looking across the dingy bar room, thick smoke stinging his eyes, the Brigand studied the other visitors. The old man slumped over a table in the far corner would not be worth his attention, nor the two men or the woman at the bar. Several other small groups, seated around tables, he would also pass up. The two plump men in rich garments and feasting on roast viands and vegetables would perhaps supply some rewarding entertainment. He picked up his tankard of ale and moved to a table nearer the merchants, close enough to overhear their conversation.

Three men just then entered the bar room, strangers from their garb. They sat in a dark corner of the room and began talking in hushed tones. Perhaps these three may be more interesting. He would choose later.

He sat quietly for a while, listening as much as was possible to both conversations. Then the strangers rose and moved towards the door. As they opened it the cool air gusted in, causing the smoke to flurry about. They left. The Brigand stood up and quickly moved out a side entrance ...

* * * * *

Welcome to the world of BATTLEMASTER, be it under siege in a castle, deep in the dark corridors of a subterranean realm, lurking in the shadows of a dark street, fighting for life and limb in mortal combat, parched and desperate in an arid wasteland, salt air blowing your hair as you stand at the prow of a marauding ship, or perhaps lost in the depths of a dark forest.

In this realm of fantasy, players take on the role of a character in a world of swords, magic, and adventure. This world is created by a further player known as the Battle Master, who may or may not have an individual character as well. These characters, controlled directly by the players are referred to as player's characters. There is also a myriad of other characters, created by the Battle Master and referred to as non-player or Battle Master's characters, that the Battle Master places in his world to provide encounters of excitement, danger, and intrigue for the player's characters.

The Battle Master designs the geography of the world, placing mountains, forests, rivers, plains, oceans, etc. to create the physical area that the characters travel in. He then must populate the world, building cities, towns and villages, giving each a race of inhabitants and specifying any political, cultural or historical attributes.

Once the world has been constructed, the Battle Master places any special Battle Master's characters and then creates a campaign or series of adventures through which the players will guide their characters. These adventures may have an ultimate goal, being linked together by a series of events or perhaps legends, in search of magical powers, knowledge, wealth or the conquering of evil. The adventures may otherwise be individual fortes for experience, power or wealth.

This book is merely a guideline to be used by the Battle Master and players in creating a world, the characters, creatures and items within the world and then to resolve the encounters between the player's characters, Battle Master's characters and monsters etc.

BATTLEMASTER

Ideally, each player is free to make his character perform any action desired. The Battle Master is to guide these actions using the BATTLEMASTER rules as a co-ordinating and resolving medium within restrictions set by the campaign or adventure.

The majority of play in BATTLEMASTER is controlled by the roll of dice and the decisions of the Battle Master. Dice are referred to in the text via a die code system. Each type of die has a particular code as follows:

NUMBERS		NUMBERS	
ON DIE	DIE CODE	ON DIE	DIE CODE
1-4	d4	1-12	d12
1-6	d6	1-20	d20
1-8	d8	1-30	d30
1-10	d10	1-100	d100

The d100 is best simulated by rolling two dice each with numbers 1-10 (d10). One of the dice is read as the tens digit while the other is read as the units digit - giving numbers from 1-100 (two 10's representing 100). Other die codes may also be used, such as d3 - this would be generated by rolling a d6 and reading a roll of 1 or 2 as 1, a roll of 3 or 4 as 2 and a roll of 5 or 6 as 3 etc.

When more than one die is required to be rolled to generate a number or amount of damage etc. it will be noted as, e.g. 4d6 or 2d12 signifying that four six sided dice or two twelve sided dice respectively must be rolled and the values of each die added to give a total score.

The sections of the rules follow a sequence beginning with the generation of a character involving his attributes, class, and abilities etc. Then information beneficial and necessary for successful adventures and campaigns is described, including an outline of magical items, treasures and wealth. A description of spells and then monsters completes the BATTLEMASTER volume.

Remember, at all times these rules are merely a guideline for the Battle Master, a helping nudge to his own imagination and creativity. He may use or ignore them as he sees fit for particular situations. Similarly, BATTLEMASTER is only a game, designed to provide entertainment, encourage co-operation and communication between players, and to stimulate their imagination for the enjoyment of all concerned.

* * * * *

The Character

Codex



The player's character is the basic element of the game. In conventional game terms it is the player's 'man' or 'piece' which he 'moves' around the 'board'. Within BATTLEMASTER, however, a character may or may not have a physical representation such as a painted model, but rather consists of one or more sheets of paper that have written on them all the information about the character that the player and Battle Master need to know. This information includes all the attributes and abilities that combine to create the character. These are divided into six areas:

Character Class
Major Character Attributes
Minor Character Attributes
Weapon/Magic Proficiency
Class Specific Abilities
General Abilities

The character class is the chosen profession in life of the character, whether it be as a man of battle or the holy practices of the Cleric or perhaps the mischief and covert activities of a Brigand.

The major character attributes determine the physical and intellectual calibre of the character. All other attributes and abilities depend on these major attributes, either directly or indirectly.

The minor character attributes are generally of a physical nature, such as how fast the character can run, or how much the character can carry etc.

Weapon and magic proficiency are a reflection of the ability of a character to use a particular weapon successfully or how powerful the character can make a spell when cast.

The class specific abilities are those particular to a character class such as special weapon skills for Warriors or skills of cunning and sleight for Brigands. On the other hand, general abilities are able to be learnt and studied by all characters regardless of class. These include such skills as riding a horse, swimming, tracking etc.

Many abilities of a character are represented using a '%' value and description. This indicates that the success of performing or using that ability is determined by comparing the score generated from 1d100 to the value of the ability. Generally, a score with 1d100 that is less than or equal to the value of the ability indicates success with the ability. In general these abilities are referred to as a skill% or ability% which may be read from the text as singular or plural, depending on the context.

Before creating a character, players should read and become familiar with the entire CHARACTER CODEX of the BATTLEMASTER volume. This covers the six character areas. After these six sections have been read the character can be created by undertaking the following steps:

1. choose the character class
2. generate the base character
3. assign points to the major character attributes
4. determine the minor character attributes
5. convert generated base character values into general ability scores

6. as applicable, determine:

- a. weapon proficiency levels
- b. magic proficiency
- c. brigandage ability proficiency levels

MAJOR CHARACTER ATTRIBUTES

A character's major attributes are those intellectual and physical aspects of the character that all other attributes and abilities are ultimately dependent upon. They are:

Strength	Agility	Intelligence	Charisma
Constitution	Dexterity	Wisdom	Race
Size		Power	

Seven of these attributes (strength, constitution, agility, dexterity, intelligence, wisdom and charisma) have a numeric value ranging up to twenty-one points but the difference between the maximum and minimum values for a character can be no more than ten, i.e. if one attribute has a value of twenty-one then no other attribute can be lower than eleven. Any value above eighteen is considered exceptional, while values for an average Human are around ten or eleven. All attributes affect the abilities of a character in different ways.

Strength

This value is a measure of the physical strength of a character, incorporating muscle and stamina. It is considered when calculating Damage Bonus, Encumbrance, Open Doors%, and Weapon%.

Constitution

This is a measure of a character's fitness, its main function being in the calculation of hit points. Exceptional constitution allows a character to regenerate/heal at a rate of one hit point per hour but this can only be done, however, under conditions of relative quiet and rest. Constitution is involved when calculating Encumbrance, Endurance, Hit Points, and Karma Influence.

Size

The size value is based primarily on the height of a character; one size point per twenty centimetres, i.e. 1cm - 20cm = 1 size point, 61cm - 80cm = size 4, 181cm - 200cm = size 10. Average human size is considered to be ten. The size value is used when calculating Damage Bonus, Natural Dodge%, Encumbrance, Hit Points, and Opening Doors%.

Agility

Agility is a measure of how nimble a character is, how quickly a character can move, dodge, side step etc. It is considered when calculating Brigandage Ability%, Hands Weapon%, Karma Influence, Melee Dodge%, and Mobility.

Dexterity

This attribute reflects the hand/eye, foot/eye co-ordination of a character. Exceptional dexterity (i.e. greater than eighteen) implies ambidexterity, i.e. a character can use a single handed weapon in either hand with no penalty. For a weapon to be used in each hand,

however, the appropriate general ability must be learnt (i.e. the TWO WEAPON ROUTINE). This attribute is taken into account when calculating Brigandage Ability% and Weapon%.

Intelligence

Intelligence is the facet of a character incorporating the IQ, the ability to learn, the quickness of understanding, the character's aptitude for spontaneous and original thought etc. For every point of intelligence above fifteen, the length of time needed to learn new intellectual skills (e.g. learning a new Conjurer/Mind Mage spell, language etc.) is reduced by 5%. Intelligence above eighteen may, depending on the type of illusion, allow the character an automatic Karma Influence attempt when encountering an illusion to determine if the illusion has been detected as such or not, a successful attempt meaning detection only. The illusion is not dispelled or seen through but merely detected. It is considered when calculating Brigandage Ability%, Melee Dodge, and Weapon%.

Wisdom

Wisdom is a measure of the ability of a character to combine thoughts in logical and applicable ways as well as the ability to discipline his mind. It also incorporates experience, knowledge, and judgement. Exceptional scores give a character added resistance to mind control spells such as COMPULSION, DROWSINESS, BODY STASIS etc. Each point of exceptional wisdom gives an extra 5% on Karma Influence attempts against this form of spell if a Karma Influence is normally allowed, and allows a normal Karma Influence attempt against all mind attacks that do not normally allow such. A similar gain in Cleric/Druid spell attainment is achieved for points over fifteen as for intelligence and Conjurer/Mind Mage spells. Wisdom is also considered when calculating Karma Influence.

Power

Power is a measure of the life force of a character. It is described in two ways. Firstly there is the 'total power points' of the character. This is the number of points generated when the character is initially created. It represents the maximum amount of power that a character can naturally utilise. It may be temporarily increased by some spells or magical items. Generally, normal Humans rarely exceed eight for their total power value, while adventuring characters will probably have a higher power score. The maximum natural total power points for a human character is fifteen.

The second power value is referred to as the character's 'current power'. This is the amount of power that the character is able to use at that time. Every time a character uses power points his current power value decreases by the amount used, leaving fewer power points able to be used next time.

The points may be used in several ways. Any power points used only enhance one of the first five power uses. In any round, however, different power points may be used to enhance different abilities.

- i. A single point can be expended to give the expender one hit point for twenty rounds or until used by damage taken, whichever is sooner. The character can not increase his total hit points to more than his normal total with this method.
- ii. +5% on all attacks, dodges and defences in a round can be gained for each power point used as well as a +1 damage bonus.
- iii. +1 on initiative for every power point used for one round only.
- iv. These points can also be used in the same fashion as manna points but only if the character can ordinarily make use of the manna. The transfer rate is two power points for one manna point. However, normal manna points and those gained from the use of power can not be combined in the casting of a spell.
- v. Power points can also be used to enhance physical and mental efforts, e.g. in the attempt to jump higher or further or move more quietly or influence the shuffle of cards. In these cases the actual amount of enhancement is left up to the Battle Master.
- vi. A character's current power value, multiplied by 5%, can also be used in an attempt to turn undead creatures. Power points are not used in the attempt, i.e. the current power remains the same after the attempt as before. If current power points are actually used in the turning attempt then the benefit is 10% for every power point used plus 5% for each of those remaining.

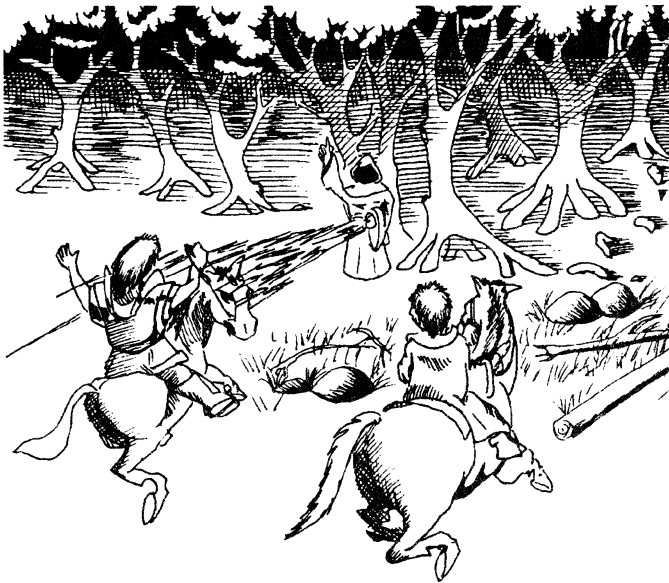
Current power points are regained at the rate of one per week up to the character's total power point value. When current power reaches zero the character becomes unconscious and if a character's current power is reduced to below zero the character dies and is unable to be resurrected. Also, whenever a character is killed and then resurrected, his total power point value is reduced permanently by one.

e.g.:

"We must head east to the Forked River and then south to Weller's Bluff, it is two days ride from here," Sanbadar said, reining his large roan horse beside Rodan's smaller mount.

"This whole scheme of recovering your family's relic heirloom is starting to wear a bit thin, Sanbadar. I didn't realise it would drag us half way across the Kingdom and into the Wastelands to recover the Golden Eagle that ..."

A sudden splash of colour leapt from the trees ahead. The air was alive with the crackle of energy as four purple bolts of manna struck Sanbadar, dismounting him. His horse panicked and bolted. Rodan looked about uncertainly, absorbing his surroundings with a glance. Sanbadar was injured, blood oozing from several charred spots on his armour. In the trees ahead stood a lone hooded figure.



"Dark Brethren," hissed Rodan to himself. He knew the Brethren was capable of at least one more such display of power. The Brethren was preparing for another silent incantation. In the blink of an eye Rodan drew his light crossbow and fired at the figure, his shot going wide as four more lances of purple energy leapt towards him, searing him with pain as they burnt through his armour.

Before initiative was determined Rodan declared that he would use two power points to increase his initiative score as he was in desperate circumstances. The Brethren scored 3 for initiative and Rodan 2. Thus, with Rodan's extra two power points, giving an initiative score of 4, he goes first in the round, performing a QUICKDRAW with his light crossbow.

Rodan remained seated and the Brethren stepped back, preparing a third chant. Rodan threw down his crossbow and drew his katana, somewhat concerned as he knew the Brethren should not be strong enough to launch another magical attack. The air sizzled a third time and Rodan tumbled to the ground, as much from shock as from injury.

The Brethren had used all his manna points but used four of his power points to focus a third spell as though he had used two manna points.

Rodan leapt from the ground and closed the distance in a blaze of fury. His injuries were serious, but his anger drove him on. The Brethren withdrew his Bokken from its shoulder harness and prepared to meet Rodan's onslaught.

Rodan had lost nine hit points from the magical attack but used three power points to replace three of the lost hit points for twenty rounds.

They battled for a number of minutes in silent fury. Rodan launched a number of attacks, only to find his katana turned aside by the Brethren's Bokken. Rodan knew that time was running out, as his injuries already sustained would slowly overcome his resolve and he would weaken to the point of defeat. In a daring move he did not parry a blow to his leg but launched a strong slash towards the Brethren's neck. The blow struck his

knee but he remained standing as his keen blade felled the Brethren.

Rodan summoned another four power points to increase his Attack% by +20% and give him an extra four hit points as part of his normal damage, ensuring a severe hit. Had Rodan used five power points, all those remaining, he would fall unconscious at the end of the round.

Rodan struggled back to his horse, praying that he could find the potion the White Sage had sold him before his power left his body and his injuries dragged him into unconsciousness.

Charisma

Charisma is the combination of several attributes of a character, such as appearance, speech, mannerisms and personality, that affect Battle Master's characters' reactions to that character. A high Charisma score represents a high communications ability and Battle Master's characters would generally have a good impression of the character. A low score would indicate the opposite. It is taken into account in matters of communication such as wooing a maiden or converting a group of peasants to a new God etc. The bonus is calculated as follows:

$$\text{Charisma Bonus\%} = (\text{Charisma} - 10) * 5\%$$

Race

Generally characters take one of the humanoid races to be their race. This is dependent, however, upon campaign limits set by the Battle Master. Thus if no Dwarves exist in the area where the character was born and raised then the character can not be a Dwarf. If a non-human race is chosen then the character gains the physical attributes of the chosen race but still uses the standard character generation table to determine the character's initial abilities. The following restrictions apply to several attributes of the three major humanoid races.

	HUMAN	ELF	DWARF
Charisma	no restriction	> 13	< 16
Constitution	no restriction	< 20	> 15
Size	8-12	8-10	5-8
Wisdom	7-13	no restriction	< 16

When a character chooses a race he should select his attributes according to the above table. Values outside these limits may be chosen at the discretion of the Battle Master but the character will then be special and should be treated as special in all encounters. This treatment will vary depending upon the attribute that is abnormal.

CHARACTER CLASSES & ABILITIES

As a character grows to the age where he leaves home and undertakes the life of an adventurer, he learns skills from his relatives, friends and acquaintances etc. He may also take up an apprenticeship under a tutor, gaining some minor skills. These are the abilities that a character is initially generated with. The character then takes up an adventuring profession, whether it be the battle discipline of the Warrior, the training regimens of the Adept, the study of the arcane arts of the Conjurer or one of the other five

character profession classes. Each character must have a major class in which he is unrestricted as to level advancement. Also, characters may choose up to two minor classes in which they are restricted to a maximum level attainment of level five. These two minor classes need not be decided upon at the time of character generation but may be taken up at a later stage. If taken at a later stage then six months training are necessary per extra class. No skills are learnt during these six months but manna using classes will gain 1d4+2 manna points, some of which must be converted to spells.

There are eight primary class types:

- 1. Adept
- 2. Beast Master
- 3. Brigand
- 4. Cleric
- 5. Conjurer
- 6. Druid
- 7. Mind Mage
- 8. Warrior

All characters have a level which is used as a means to determine how powerful that character is relative to other characters or monsters. A character has only one level regardless of how many classes he may have. To increase in level a character is awarded experience points for various activities, in particular, successful combat or spell casting. As this experience point tally increases, so does the character level as per the following table.

CHARACTER LEVEL	EXPERIENCE POINTS	EQUIVALENT MONSTER LEVEL
1	0 - 2000	4
2	2001 - 5000	4
3	5001 - 10000	5
4	10001 - 20000	5
5	20001 - 35000	6
6	35001 - 55000	6
7	55001 - 80000	7
8	80001 - 110000	8
9	110001 - 150000	9
10	150001 - 200000	10

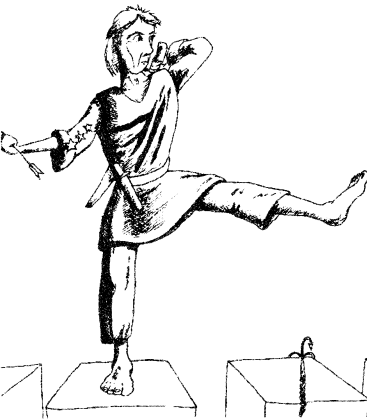
Levels above ten are attained at a rate of +50000 experience points per level and are all considered to have an equivalent monster level of ten.

Some classes have a series of abilities that are particular to that class. As a character progresses in levels he may partake of training in these abilities to enhance his combat or general ability repertoire. These abilities are listed for each class, with a name, a number of weeks required in training or studying and a minimum level value. The character will not be accepted as a student or pupil by a school or tutor unless the character is of at least the required level. Similarly, characters can not teach other characters if the learning character is not of a sufficient level to attend a school in that ability.

If the ability that the character wishes to study is listed in that character's minor class section, then the character may only undertake the training if the minimum level required is five or less. He may not undertake training in abilities that are not listed in his major or minor class descriptions or in the general ability description area.

No class is restricted as to the type of weapon able to be used in combat, although some classes are restricted as to the type of armour able to be worn, particularly manna using classes.

The Adept



The Adept class is a group of characters that abide by strict self discipline and a harsh regimen of training. This work allows them to achieve certain abilities and traits that can not be gained by any other class.

While Adepts gain some exceptional abilities through their training, they do suffer some limitations when compared with other character classes. Firstly, they are unable to wear metal armour or studded leather armour on any part of their body as it is too restrictive to their movement; magical armour does not alter this restriction. They also receive no damage bonus due to strength and size when using weapons, relying on placement and angle of their blows to cause maximum effect. They do however get this bonus when in open hand combat.

An Adept may also obtain the following abilities during training. These are gained by spending the time shown, in practising/studying the ability.

ARROW CATCH 7 weeks minimum level 7

With this ability an Adept is able to catch arrows that are fired at him or a target within one metre of him. With the initial seven weeks of training one arrow can be caught in a round in the hand of the Adept. A further seven weeks training allows a second arrow to be caught, in the other hand. These arrows can be caught if fired at the Adept or a close target. A further seven weeks may be spent in training to allow the Adept to catch a third arrow, in his teeth. This third arrow can only be caught if actually fired at the Adept. The arrow catch with the teeth must be learnt as the third phase. Thus a total of twenty-one weeks must be spent training in order to catch arrows with the teeth.

Because the arrows never actually impact, any magical ability of the arrow such as exploding or disruption etc. does not activate. The Adept usually has 95% chance of successfully catching an arrow. This is reduced by 5% for every magical '+' of the arrow. Thus, an Adept would have an 80% chance of catching a '+3' arrow. The Adept can increase his chance of catching arrows by expending power points; each power point used will increase all catches in the round of power use by 5%.

All types of arrows fired from bows and crossbows can be caught as can hurled spears, sling pellets etc. Only arrows, however, can be caught with the teeth.

The Adept ability MISSILE DODGE must be learnt prior to studying this ability.

COMBAT ROUTINE**4 weeks
minimum level 1**

The COMBAT ROUTINE trains an Adept in the martial skills of combat using the body as a weapon rather than a blade or hammer etc. For every four week period of training, the following table is consulted to determine the amount of damage done by each attack and how many attacks can be attempted each round when in open hand combat, i.e. the attack sequence.

PERIOD	DAMAGE	ATTACKS/ROUND
1	1d6	1
2	1d6	5/4
3	1d6 + 1	5/4
4	1d6 + 1	3/2
5	1d6 + 2	3/2
6	1d6 + 2	2
7	2d6	2
8	2d6 + 1	5/2
9	2d6 + 1	5/2
10	2d6 + 2	3
11	2d6 + 2	3
12	3d6	4

This combat routine trains the Adept in sequences of combat using the feet and hands. Thus "DAMAGE" and "ATTACKS/ROUND" refer to damage and attacks with the hands or feet. As the Adept undertakes more training, he becomes quicker and is able to concentrate the power of his blows with his hands and feet, thus causing more damage.

An Adept is able to parry blows with his hands and feet. The parry is not actually against the cutting edge of the attacking blade etc. but rather against the arm wielding the weapon, or skilfully placed against the flat of the weapon.

This ability also allows the Adept to parry blows with his hands or feet while using weapons. Periods 1 through 5 allow no blows to be parried. Period 6 allows one blow to be parried in a round and period 12 allows a second parry in the round. The extra parries noted here are only for when using weapons. When not using weapons, i.e. in open hand combat, the number of attacks able to be attempted each round as determined from the table may be either parries or attacks.

e.g. an Adept that has studied the TWO WEAPON ROUTINE and is using a katana in each hand and has studied the COMBAT ROUTINE for 8 periods is able to parry one blow with his hands or feet and then attack or parry once with each of his katanas.

Characters with a minor class of Adept are never admitted to classes for training in periods above period 6.

DODGE INCREASE**1 week
minimum level 1**

For every week of training done, the Adept's maximum allowable melee dodge is increased by 1%. However, the Adept's maximum allowable melee dodge cannot be increased by more than twice the level of the Adept, e.g. if an Adept has an agility of fifteen, giving an initial maximum allowable melee dodge of 45%, then at first level this cannot be increased above 47%, at second level, not above 49%, at tenth level, not above 65% etc. A minor class Adept can never increase his maximum melee dodge by more than 10%.

This ability does not increase the Adept's melee dodge, just the maximum allowable melee dodge which is normally limited to three times the character's agility score. The Adept's melee dodge must be increased in the normal manner of using experience points gained from combat etc.

INITIATIVE GAIN**10 weeks
minimum level 6**

Every ten weeks of training in this ability allows the Adept to increase all his normal initiative rolls by +1. The maximum initiative gain by any character studying this ability is +5. This advantage is only allowed for the first roll of initiative in any round. It can not be added to further rolls when resolving tied scores.

JAGGDA LEAP**8 weeks
minimum level 8**

Once learnt, this allows the Adept to do a springing summersault over the head of an opponent and land facing the opponent's back in the one round, or leap upwards or downwards a distance of five metres. Every extra two weeks training will allow a further fifty centimetres of height for vertical leaps to a maximum of fifteen metres. Horizontal leaps can be done to a distance of five metres greater than the vertical leap distance.

When leaping over the head of an opponent, that opponent loses any initiative remaining in that round and will automatically lose initiative for the next round due to surprise and confusion, unless he is an Adept with a similar ability, in which case no loss occurs. An Adept cannot perform this leap if he has taken physical or mental damage in the round in which he wishes to leap.

This ability does not allow an attack in the leaping round (see JAGGDA SLICE). The opponent can be no more than three size points larger than the Adept and a distance at least equivalent to the size of the Adept must be free between the opponent's head and any overhead objects (e.g. roof). Extra training increases the allowable difference in height between an opponent and the Adept at a rate of one size point for every extra two weeks training to a maximum difference of twice the size of the Adept.

The JAGGDA LEAP can be performed every round in which the Adept is not injured but the surprise caused does not always occur. When leaping over an opponent with an intelligence greater than twelve the surprise will only ever automatically occur once for each different Adept doing the leap. Second and further attempts by an Adept will allow the victim a Karma Influence attempt - if successful then avoiding any surprise and loss of initiative. Opponents with an intelligence less than eight can be surprised every round and others only once per combat without being allowed a Karma Influence attempt.

JAGGDA SLICE**10 weeks
minimum level 10**

In order to gain this ability, the Adept must already be a master of the JAGGDA LEAP. It allows a special form of attack for an Adept wielding two blades. As the Adept is finishing the leap described above, he brings both blades to bear on the neck of the opponent. The blades strike in a

scissor action doing damage as follows. Calculate the damage for each weapon and add the totals together. This total is the damage done. This ability has a 95% chance of succeeding. Only an opponent's Natural Dodge% is considered. All deadly blows gain no extra advantage over a maiming blow, while a maiming blow adds only +2d4 damage rather than the usual advantages.

JAGGDA TOSS

8 weeks
minimum level 10

The first eight weeks of training for this skill gives an ability score of 1. Every two weeks training after this adds one to the score. With the ability, an Adept is able to throw an opponent to the ground causing 1d3-1 hit points of damage directly to the opponent's body. Also, all remaining initiative of the opponent, in the round concerned, is forfeited and he must get to his feet on the next round. The size of any creature TOSSED can not exceed fourteen plus the JAGGDA TOSS skill score. The Adept can only perform this ability in open hand combat and if the TOSS is attempted against a character that also knows the ability or has a brawl score of six, then no effect occurs but rather the two combatants are considered to be in a brawl, using their JAGGDA TOSS score or brawl score as they see fit.

MIND DISCIPLINE

1 week
minimum level 1

Every week of training allows the Adept to control his mind to a more efficient level, thereby giving a +2% on Karma Influence attempts against mind control/attack spells and allowing a normal Karma Influence attempt against mind spells that do not normally allow such. It does not assist in the detection or avoidance of illusions.

MISSILE DODGE

6 weeks
minimum level 6

This six weeks training allows an Adept to dodge all missiles as though he were in melee, i.e. Melee Dodge% + Natural Dodge%.

MOBILITY INCREASE

2 weeks
minimum level 1

For every two weeks of training, the Adept's natural mobility is increased by one. A maximum natural mobility of twenty-one is allowable.

QUICKDRAW

6 weeks
minimum level 6

This ability is particular to the type of weapon used. Thus, if it is learnt for a katana then it can not be used for a long sword without a further six weeks training for the sword. It allows the Adept to drop his weapons currently in use and draw another in the same round and still get a strike with no initiative penalty. If the Adept is ambidextrous, he may draw two single handed weapons or one double handed weapon and still attack, using one or both weapons as desired. To utilise the two weapons he must have learnt the general ability, TWO WEAPON ROUTINE. {ADVENTURE ARCHIVES, COMBAT, Drawing A Weapon}

SURPRISE GAIN

5 weeks
minimum level 5

After completing this training the Adept is able to decrease his surprise time by -1, i.e. an Adept that is surprised reduces the time surprised by one round for every five weeks training. The maximum benefit is -2 rounds.

WEAPON SKILL

4 weeks
minimum level 3

With this ability an Adept is able to learn how to concentrate the power of his blows when using weapons in close combat. This includes such weapons as hammers, swords, staves etc. but not projectile weapons such as bows or slings.

Up to five periods of training may be done by both major and minor class Adepts. Each period of training adds an extra one point of damage to all damage calculations for any weapon studied in any of these four week training sessions. One weapon is studied each period but all weapons studied in any period gain from the study, i.e. after five study periods the Adept would be able to add five extra damage points to any damage done by any of the five weapons with which he has studied. This damage is not considered as part of normal damage but is rather added only once after all other damage is calculated.

Major class Adepts are also able to learn a further skill in each of the study periods. This skill allows them to add the maximum damage for the weapon studied that session (blade, blunt, or thrusting but not projectile) to the normal damage when a special hit occurs, i.e. a maiming or deadly blow will cause the following damage: weapon damage + magical weapon bonus + maximum weapon damage + magical weapon bonus + WEAPON SKILL bonus.

e.g. A magical +2 katana. After three periods of WEAPON SKILL training this would be 2d6 + 2 + 12 + 2 + 3.

The Beast Master

The school of the Beast Master is shrouded in mystery and its power is rumoured to be unattainable by mortal man. To achieve the true status of Beast Master a character must undergo a transformation and become a part of the animal kingdom.

A character in this class is unable to wear armour from armour class 3 and magical armour does not alter this restriction. There is no restriction as to which weapons may be used. The class of Beast Master can not be combined with any other class. The following abilities are the life of the Beast Master. They are what creates the power of the class.

ANIMAL FELLOWSHIP

4 weeks
minimum level 4

This ANIMAL FELLOWSHIP is not so much an ability but an emotion or bond that is developed over the four week period, between the character and the animal chosen. The types of animals with which this bond can be established are listed in the table below.

The character wishing to establish this bond with an animal must initially approach the creature alone and in its



natural habitat. 1d100 is then rolled and compared with the fellowship establishment figure in the table. If the die score is less than or equal to the table figure then the four week fellowship period begins. If the score is greater than the table figure then the animal will react as it would normally to an approach by a creature of the character's race.

Over the four week period the character must live with the animal as much as is possible. He must also eat the same type of food and generally mimic the habits of the animal. Flying creatures will not attempt to leave the area and will always return to the character after flying stints. As the weeks pass, an unbreakable bond of fellowship develops between the animal and the character and an empathy between the two is established. Thus each will be empathetically aware of the other at any range up to fifty kilometres, being able to tell if the other is in danger and also to communicate simply. This communication is limited to such subjects as 'meet at the top of that hill', 'help the party in the next valley', or 'carry this to yonder castle' etc. Also, the character is able to see through the eyes of the animal if he concentrates on doing so. He can do nothing else while concentrating on this sight.

The bond established between character and animal is enough for one to give its life for the other but through care and strength this situation should rarely arise.

A character is able to establish this bond with a number of animals equal to twice the character's total power points. If the maximum number of fellowships are undertaken successfully and then the character's total power points is reduced (e.g. by death or magic) then no initial effect on the fellowships occurs. However, if a fellowship is later broken, then the Beast Master can not establish another fellowship if it would take him above his new allowable maximum due to the reduced total power point value. Four weeks are required for each animal and only one animal can be befriended at a time.

The creatures listed in this table are those from the list of monsters described later. Other creatures not listed can also be used. These others include normal creatures such

ANIMAL FELLOWSHIP CANDIDATES

animal/monster, Fellowship Establishment%

Ape. Giant Ape, 70%	Rider, 70%
Bat. Giant Bat, 70%	Roc, 30%
Bear. Black Bear, 70%	Sand Dervish, 10%
Bear. Brown Bear, 50%	Sand Monster, 30%
Bear. Polar Bear, 60%	Sea Steed, 80%
Boar. Giant Boar, 60%	Shadow Steed, 10%
Chimaera, 5%	Snake. Giant Poisonous Snake, 40%
Crab. Giant Crab, 60%	Snake. Giant Sea Snake, 30%
Deer. Giant Deer, 70%	Sodom Gomorrah, 10%
Dolphin, 80%	Spasha Phoby, 80%
Dragon, 5%	Spider. Giant Trap-door Spider, 60%
Eagle. Giant Eagle, 50%	Spider Monster, 20%
Elephant, 50%	Squid. Giant Squid, 30%
Fire Drake, 60%	Stingray, 70%
Fog Monster, 80%	Stymphalion Bird, 40%
Griffon, 10%	Swamp Monster, 40%
Hyena. Giant Hyena, 70%	Terra Worm, 40%
Lion, 60%	Turtle. Giant Turtle, 80%
Minotaur, 10%	Unicorn, 10%
Moor-Ag, 40%	Wasp. Giant Wasp, 60%
Mulsh Razor, 80%	Water Python, 20%
Panther Possum, 70%	Whale, 60%
Pegasus, 10%	Wolf, 80%
Quavel, 70%	Wolf, Worg, 60%
Qeldon, 30%	Yeowie, 60%
Rat. Giant Rat, 70%	

as horses, dogs, cats, some birds (crows, eagles etc.). The overriding consideration is that the creature must have an intelligence of more than three. They have a Fellowship Establishment% of 90%.

If the natural language of an animal with which a fellowship is being attempted is known then 10% can be added to the Fellowship Establishment%.

ANIMAL INSTINCT

6 weeks
minimum level 2

After studying this skill the Beast Master is able to concentrate and read the emotions of surrounding animals, detecting if they are agitated, afraid, happy, angry etc. The range of this emotion reading is 100m, plus 20m for each extra 2 weeks of studying done.

ANIMAL LANGUAGE

4 weeks
minimum level 1

After studying and training for four weeks the Beast Master is able to communicate with a particular type of animal. Possible animals are listed in the Fellowship Establishment table and the communication is a combination of noises, gestures, and actions. In depth conversations can not be struck up with the animals but simple messages can be understood. If the language of an animal with which a fellowship is being attempted is known then 10% can be added to the Fellowship Establishment%.

ANIMAL MESMERISM

8 weeks
minimum level 9

This skill allows the Beast Master to stare into the eyes of any creature noted in the Animal Fellowship table and cause it to become mesmerised for 1d6 rounds. While mesmerised the animal will not move or perform any voluntary actions. If it is attacked then the mesmerism will be broken. The chance of success with the ability is equal to the Fellowship Establishment% for that animal. Every extra week of training will increase this by +1d4%.

ANIMAL SUMMONING**8 weeks
minimum level 10**

Once a Beast Master has made a FELLOWSHIP with an animal he is able to summon other animals of the same species to him with this ability. Only one animal can be summoned with each attempt and the animal desired must be within five kilometres of the Beast Master and he must concentrate for five rounds to summon it. The animal will not appear immediately but must travel by its normal method to where the Beast Master is located. It is usually the case that the strongest animal in the area will respond to the summons. Other animals may also appear, e.g. if the Beast Master summons a horse, then as horses are usually herd animals the rest of the herd may also follow the summoned animal. The chance of the others also following is the same as the Fellowship Establishment% for that animal, while the chance of the initial animal answering the summons is the Fellowship Establishment% + 20%. If the Beast Master can communicate with the animals then he may be able to persuade them to perform some service for him.

ANIMAL TRANSFORMATION**10 weeks
minimum level 6**

This ability is the heart of the power of a Beast Master. After studying for twelve weeks the character is able to transform into the form of an animal.

Previously however, the character must have established an ANIMAL FELLOWSHIP with the creature into which he wishes to transform. At the completion of the twelve weeks training the Beast Master can then transform into the physical appearance of the creature. This transformation takes one full round of concentration and will restore all lost hit points to the character. It takes one current power point to make any transformation, including the transformation back to human form. When transformed, the Beast Master has all the physical abilities of his new form including number of hit points. He has his own intellect but if in a dragon form can not cast spells.

The number of different creatures with which a Beast Master is able to study this ability is dependant on two factors. Firstly, no more transformations can be learnt than half of the character's total power points. Thus if a character has fourteen or fifteen power points then he is able to learn up to seven transformations. Secondly, the Beast Master can learn no more transformations than one third of his character level. Thus at levels six through eight he can learn two transformations, at levels nine through eleven three transformations may be known etc. All these transformation abilities are also dependent on the Beast Master previously having established an ANIMAL FELLOWSHIP with an animal of the type into which he wishes to transform.

ANIMAL VOICE**10 weeks
minimum level 8**

After studying for ten weeks in this ability the Beast Master is able to bark, howl, wail, or roar etc. as though he had the voice of the appropriate animal. He must use one power point every time he uses this ability. The voice of the

Beast Master can be heard to a distance of one kilometre and all creatures are affected as follows:

LEVEL EFFECT

- | | |
|---|--|
| 1 | must flee in fear for 10 rounds, no Karma Influence allowed |
| 2 | must flee in fear for 1d8 + 2 rounds, no Karma Influence allowed |
| 3 | paralysed with fear for 1d6 + 2 rounds, no Karma Influence allowed |
| 4 | paralysed with fear for 1d6 rounds, no Karma Influence allowed |
| 5 | stunned in fear for 1d4 + 2 rounds, no Karma Influence allowed |
| 6 | stunned in fear for 1d4 rounds, no Karma Influence allowed |
| 7 | stunned in fear for 1d4 rounds, Karma Influence allowed |

All creatures with an intelligence above fifteen are allowed a Karma Influence attempt against the effects of the voice regardless of the above table, a successful attempt indicating that the creature is unafraid of the voice. Also, all creatures that are friendly with the Beast Master are allowed a Karma Influence attempt at +10%.

For every extra two week period done the range can be increased by two hundred metres.

BEAST POWER**2 weeks
minimum level 6**

After the Beast Master has studied to gain an ANIMAL TRANSFORMATION he can use this ability to enhance his prowess in battle. Two weeks of training can be done for every ANIMAL TRANSFORMATION known. The character is then able to draw power from the animal kingdom to aid him directly. Each two week period of training increases all his Attack% by +5% and will add 1 hit point of damage to any damage caused by melee combat weapons. This extra damage is not part of normal damage but is added after all normal damage and special damage is calculated, similar to magical flame damage as described in the ADVENTURE ARCHIVES, COMBAT, Attack.

QUICKENING**6 weeks
minimum level 3**

After studying this ability the Beast Master is able to run at exceptional speeds and for exceptional distances without abnormal effects. In pursuit he is able to run at twice his current mobility and when long distances are involved he can travel at a forced march pace as though travelling normally.

It takes 1d3 rounds for the Beast Master to prepare himself for running. Over this period his own personality subsides into the background and he becomes somewhat animal in his attitudes and habits, beginning to pant rather than breathe normally and becoming wary in his reactions to others. Once he starts his run he appears more animal like, often seen loping as a bear or springing as an antelope. His human countenance does not fade entirely, allowing generally intelligent decisions to be made, such as tracking

or to continue running or stop and help someone etc. Returning to his normal form takes 1d3 rounds.

STAMPEDE

4 weeks
minimum level 7

To perform this ability the Beast Master must be within 100m of a herd of animals for at least ten rounds. Each round the herd will become more nervous and after ten rounds will commence to stampede for 3d10 rounds in a random direction (1d8) but not in the direction of the Beast Master. If the Beast Master actually enters the herd and rides one of the beasts - the animals will allow this - and then concentrates for the required ten rounds, he can control the direction of the stampede and the duration will be increased by two rounds for every 1d10 rolled. The speed of the stampede will be twice the herd's mobility or forced march pace plus normal march pace, whichever is applicable to the situation.

Every extra four weeks spent in studying will increase the allowable distance from the herd by 50m and the duration of the stampede by 1d10 rounds.

TROUBLED FOREST

6 weeks
minimum level 5

This ability must be performed in a forest area in which there are many animals, small or large. Every round of concentration spent by the Beast Master will cause +20m radius to become affected to a maximum radius of 600m. The duration of the effects will be from when the Beast Master commences his concentration until one hour after he stops. When the ability is performed the animals of the forest will, in an indirect manner, hinder any creatures passing through the forest. This hindrance includes such activities as startling horses, dropping objects from trees, tripping by sticks or snares, and running between feet etc. The effect of the hindrance will be to reduce all movement rates through the troubled area by half. Any creatures travelling with the Beast Master will not be troubled and all Beast Masters are unaffected.

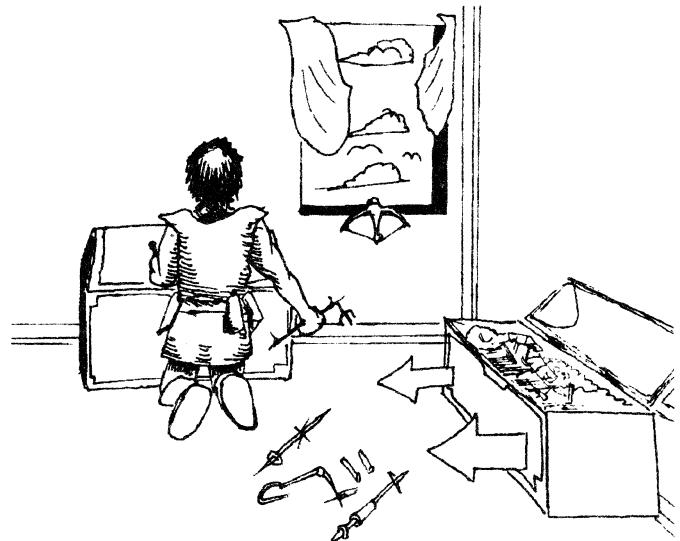
Every extra three weeks spent in training and studying will increase the maximum area able to be affected by +100m, the duration by twenty minutes, and the area affected per round by +5m radius.

The Brigand

To be a Brigand is difficult but to be a successful Brigand requires even more skill as the class achieves in life by cunning, stealth, deceit, and covert activities, pilfering from the rich and giving to the poor, or more usually robbing the rich and keeping the spoils. This class of character is possibly the most diverse in its abilities, having specialist skills combined with specific weapon and combat skills.

Because Brigands must be able to move freely to perform many of their skills with competence, they are restricted to studded leather armour or any equivalent or lesser type of armour, except for their forearms and neck on which they may wear any form of armour; magical armour does not alter this restriction. When picking locks, pilfering, or negating traps the Brigand can wear no armour on his hands.

Other abilities that a Brigand may learn include:



AMBUSH

6 weeks
minimum level 3

Learning the AMBUSH ability allows the Brigand to plan a successful ambush in normal terrain along roads and tracks etc. A successful ambush will eliminate the ambusher's chance of being surprised and will increase the victim's chance of being surprised by two, to 1-4 on 1d6. Regardless of surprise, the ambushers will always score a 6 in the first round that initiative is required to be determined. To lay a successful ambush the Brigand must become familiar with the area, by spending one round per ten square metres of ambush area exploring its approaches and ground etc. and he must have some idea of who or what he intends to ambush. It will then take two rounds for each person participating, to plan and set up the ambush.

CONCEALMENT

4 weeks
minimum level 2

This ability allows a Brigand to be able to hide or conceal himself from a search in any outdoor environment. He must study for four weeks and will then gain a 50% chance of successfully concealing himself from detection. It will require ten unobserved rounds to accomplish this task, finding the best location, erasing tracks etc.

Each extra week spent in training will increase the success chance by 5% or reduce the time required by one round to a maximum of 95% and a minimum time of two rounds.

DISGUISE

8 weeks
minimum level 4

After studying for eight weeks, the character is able to assume any disguise with 100% success. For every point of deception that the character has, this is increased by 10%. A person familiar with the disguised character or a person actually suspicious of the disguised character reduces the chance of the disguise working (for that person only, unless he tells others) by 5% for every intelligence point above ten that the person has and by 10% for every point of perception that the person has.

A character can spend extra time studying this to gain extra Disguise% at a rate of 1d4% for every extra week spent in study.

ESCAPOLOGY**8 weeks
minimum level 6**

This ability teaches the Brigand how to flex and relax muscles in particular combinations and how to bend his body joints to unusual angles. This enables the Brigand to slip loosely out of seemingly tight bonds of rope, chains, or shackles etc. Also, normally impassable passages and cracks, because of their constricting spaces and twisting turns, may be traversed by a Brigand with this ability.

The initial eight weeks of training gives a chance of 75% of successfully slipping a particular bond or navigating a particular passage etc. Only one attempt can be made on any particular passage or bond unless the Brigand does extra training in which case a further attempt can be made at the new Escapology%. Particular care can be taken by captors in tying bonds etc., in which case there is a resistance to the Brigand's escape attempt of 1d6*10% or some other score at the Battle Master's discretion.

A character can spend extra time studying this ability to gain extra Escapology% at a rate of 1d4% for every extra week spent in study.

PICK LOCKS**1 week
minimum level 1**

The value for this ability is the chance that a character has of opening a lock without the correct key. The Battle Master may reduce or increase this level depending on the type of lock attempted, i.e. a particularly complicated lock would reduce the character's chances of success, while a simple one may increase these chances. The Brigand must have the necessary tools before being able to undertake an attempt at opening a lock.

Every week of training gives an extra 1d4% chance of success.

PILFERING**1 week
minimum level 1**

This ability allows a character to take small objects from the pockets or packs etc. of people/creatures with whom he comes into contact. If a victim is particularly alert to the possibility of having his pockets pilfered, then the chance of success is reduced by 5% for every intelligence point above ten of the victim.

If this ability is tried against someone with the same ability, then the chance of success is reduced by half of the victim's Pilfering%.

If the attempt fails it will only be noticed if the 1d100 score indicates a fumble (from the COMBAT Attack Table), unless the victim also has the same ability. In this case, any failed attempt will be noticed.

Every week of training gives an extra 1d4% chance of success.

POISON KNOWLEDGE**4 weeks
minimum level 4**

This ability allows a character to make poisons in each of the three poison classes. Poison class one requires four weeks training while poison class two requires a knowledge of poison class one and a further four weeks training. Poison class three requires a total of twelve weeks

training (four for each of the lesser classes and four extra weeks).

Minor class Brigands are unable to learn how to make poisons from poison class 3.

SURPRISE GAIN**8 weeks
minimum level 6**

This ability allows the Brigand to increase his chance of surprising a victim. It can only be performed when the Brigand is alone or accompanied by other Brigands that are practised in the ability. The training involves waiting until the perfect moment to attack, startling the victim with noise, sudden movement and strange gestures.

The initial eight weeks of training will increase the chance of surprising a victim by one, to 1-3 on 1d6. A further eight weeks can be done to increase this to 1-4 on 1d6.

THROWING SKILL**3 weeks
minimum level 8**

Using this ability, a Brigand is able to combine power and skill when throwing any hand hurled projectile, e.g. dagger, krull, spear etc. The skill is learnt for a particular weapon thus three weeks of training must be done for each weapon desired. When using the ability, the normal damage for the weapon is increased by one hit point for every three weeks training done, to a maximum of an extra five points.

TRAP CONSTRUCTION**4 weeks + ...
minimum level 5**

There are three classes of traps that can be constructed and knowledge of the lower classes is necessary before the higher classes can be learnt. Thus, to learn how to construct deadly traps, twelve weeks of study must be done, four weeks for each trap class.

CLASS 1 (30 rounds, 1 day) -injuring- 2d6	CLASS 2 (1 day, 1 week) -maiming- 4d6	CLASS 3 (1d4 + 2 weeks) -deadly- 8d6
e.g. needle arrow spear	spear *pit *gas *falling stone block swinging blade	*falling stone block *rolling stone ball *water filling room *gas
	-capturing- falling cage falling grill door	

If available, poison can be added to any trap to increase damage caused if armour is penetrated and actual physical damage is done.

The four weeks of training for each trap class merely gives an understanding of the construction of these traps, not the actual construction of any particular traps. A further period of time, within the range of times listed for each trap class, must be spent in study for each individual trap desired to be learnt. Once the four weeks for the trap class have been done (and any lesser classes) particular traps from that class can be learnt at any stage under the appropriate tutor.

The traps listed are examples only and the Battle Master and players are free to add their own. Those traps noted

with an '*' have their damage taken against a creature's total hit points rather than individual body locations. Armour damage absorption is still considered against appropriate traps (i.e. not water or gas) and no special trap damage (deadly or maiming as per the COMBAT Attack table) occurs.

This ability also allows a Brigand a chance of locating and negating a trap set by some other Brigand. If the character has an understanding of the trap class of the trap that is present, then there is a 75% chance that the trap will be located if being searched for and then a 50% chance of negating it. If the Brigand has studied the particular trap present then there is a 75% chance of locating it and a 75% chance of negating it. If a negation attempt fails then the Brigand must make a successful Karma Influence attempt or the trap is sprung. For each trap encountered only one attempt is allowed to locate it and only one to negate it if found.

Minor class Brigands can not learn class 2 or class 3 traps. Each extra week training will add 1d4% to the Brigand's chance of detecting and negating a trap.

WEAPON PUNCH

**4 weeks
minimum level 1**

This ability allows a Brigand to gain extra damage when attacking a surprised opponent. The Brigand positions himself carefully and thrusts a weapon (blade or thrusting) at the surprised creature. Because of the angle of the strike and the force applied, the weapon punches through any resistance doing extra damage. All armour is still considered as normal. If the target of this ability is still alive then all remaining surprise rounds, for the target only, are negated.

Minor class Brigands can not do more than sixteen weeks of training in this ability. For every four weeks of training done an extra 1d6 of damage is caused.

The Cleric

Members of the Cleric class are the priests of the game. They pray to their gods and are thus bestowed with magical powers, many of which are unique to this class. They also have an ability particularly suited to the class, i.e. the power to turn Undead creatures. They do this by displaying the symbols that are holy to them and praying short prayers thus forcing the evil Undead creatures to flee in fear of the holiness displayed. Evil Clerics may, however, gain control over Undead creatures in the same fashion.

Clerics gain extra manna points at the rate prescribed in the section dealing with experience points.

To gain more spells the Cleric must spend a number of weeks equal to the level of the spell, in prayer and holy/unholy ceremonies. During the required amount of praying, the Cleric's god or a servant of the god, may implant the prayer to focus the manna within the mind of the Cleric. The time required in praying for new spells can be reduced for high wisdom scores at a rate of 5% time reduction for every wisdom point above fifteen.

To determine if the Cleric is granted the spell, 1d100 must be rolled against the spell attainment value at the end



of the weeks of prayer. The spell attainment value is determined as follows:

$$\text{spell attainment value} = 90\% - (\text{spell level} * 5\%)$$

The spell attainment value is determined for the spell that is desired. After the appropriate time in prayer 1d100 is rolled and if the score is less than or equal to the spell attainment value then the spell has been granted by the deity. Otherwise the Cleric's prayers have been unanswered and the appropriate time must again be spent in prayer for another opportunity to receive the spell.

A Cleric may also learn a spell from a scroll, spending the number of weeks in study equivalent to the level of the spell. This time may be reduced for high wisdom scores. Once the spell from the scroll has been learnt the scroll becomes useless. As well as learning from a scroll a Cleric may study under a wiser priest. However, scrolls containing Cleric spells can rarely be bought and most Clerics are unwilling to teach their spells due to the often conflicting gods that Clerics worship. Thus the majority of Clerics attain their spells by praying to their own gods.

Clerics may wear any type of armour as they use their soul as the focusing medium of their manna. This causes the manna to focus in an area surrounding their body rather than inside their body. Thus any metal armour does not interfere with the manna.

The following three abilities are able to be learnt by all manna using classes.

MANNA ALARM

**6 weeks
minimum level 7**

This ability allows a major class manna user to feel the focusing of manna by other creatures within a certain range. Each six week period of training corresponds to a higher level of skill as noted in this table.

PERIOD	RANGE THAT MANNA CAN BE FELT BY NUMBER OF MANNA POINTS USED						
	1-2	3-5	6-10	11-15	16-20	21-25	26->
1			10m	50m			
2		10m	50m	100m	200m		
3	10m	50m	100m	200m	500m	2km	
4	50m	100m	200m	500m	2km	10km	25km
5	100m	200m	500m	2km	10km	25km	100km
6	200m	500m	2km	10km	25km	100km	250km
7	500m	2km	10km	25km	100km	250km	500km

e.g. A Cleric has done only one period of training in this ability. This will allow him to detect the focusing of manna in only two cases as follows:

1. if between six and ten manna points inclusive are focused within ten metres of him
2. if between eleven and fifteen manna points are focused within fifty metres of him

e.g. A Conjurer has done six periods of training in this ability. He can feel the focusing of manna in all of the seven groups as follows:

1. if one or two manna points are focused within two hundred metres of him
2. if between three and five manna points are focused within five hundred metres of him
3. if between six and ten manna points are focused within two kilometres of him
4. if between eleven and fifteen manna points are focused within ten kilometres of him
5. if between sixteen and twenty manna points are focused within twenty-five kilometres of him
6. if between twenty-one and twenty-five manna points are focused within one hundred kilometres of him
7. if more than twenty-five manna points are focused within two hundred and fifty kilometres of him

This ability attunes the mind and life force of the manna user closer with the surrounding life forces and therefore with the manna. Thus he has a continual awareness of manna focusing within certain ranges and powers as defined by the table above. When he detects the focusing of manna he is able to tell the approximate direction to within thirty degrees, the manna group that he has detected, e.g. 6-10, 16-20 etc., and the distance away that the manna was cast to within 20% of the actual distance.

MANNA BATTLE

12 weeks
minimum level 1

This ability is a form of combat that takes place between the mind and life forces of manna using classes. A non-manna using class is unable to use this skill and is unaffected by its power. When two manna using characters are within range of each other they are able to battle with their minds and will rather than physical blows. No physical damage is actually done but rather, current manna points are reduced.

CURRENT MANNA POINTS	DAMAGE DONE ACCORDING TO TOTAL MANNA POINTS							
	1-5	6-10	11-15	16-20	21-30	31-40	41-50	51->
1-5	1d4	1d4+1	1d6	1d6+1	1d8	1d8+1	1d10	1d10+1
6-10		1d6	1d6+1	1d8	1d8+1	1d10	1d10+1	2d6
11-15			1d8	1d8+1	1d10	1d10+1	2d6	2d6+1
16-20				1d10	1d10+1	2d6	2d6+1	2d6+2
21-30					2d6	2d6+1	2d6+2	2d6+3
31-40						2d6+2	2d6+3	3d6
41-50							3d6	3d6+1
51->								3d6+2
RANGE BY TOTAL MANNA	30m	60m	90m	120m	200m	400m	700m	1km
POINTS								

A Manna Battle can be instigated against any other manna using creature within range of the instigator. While involved in a Manna Battle the manna user can perform no other activity. Each round that the combat continues each battler consults the above table to determine how many manna points his opponent must lose. The column is selected by the total amount of manna able to be naturally focused when the manna user is fully rested. The row is determined by the amount of manna currently available to be focused by the character, naturally and artificially by magical means, e.g. a STAFF OF DIVINE INFLUENCE etc. The damage generation is determined from this cross reference and calculated, the amount being taken from the available manna of the victim. All Manna Battle combat in a round is considered to be simultaneous so all damage is calculated before any is applied to those involved. A character can attack only one opponent in each round but may be attacked by many. Dragons and other creatures that do not have a specific number of manna points noted can not instigate or be attacked with a MANNA BATTLE.

MANNA IDENTIFICATION

2 weeks
minimum level 1

With this ability a manna user is able to determine if other characters or creatures are also able to use manna, to determine what type of magic they are proficient in, and to determine their approximate strength. Each two week period of study done increases the character's skill in the ability according to the following table.

PERIOD	MANNA USING	TYPE OF MAGIC	STRENGTH	RANGE
1	60%	40%	10%	20m
2	70%	50%	20%	40m
3	80%	60%	30%	60m
4	90%	70%	40%	80m
5	100%	80%	50%	100m
6		90%	60%	140m
7		100%	70%	180m
8			80%	220m
9			90%	260m
10			100%	300m

Each round that the manna user wishes to use this ability he must concentrate for that round. He can then roll 1d100 for each manna using creature within the character's range to determine if he has detected the creature as manna using or not. The Battle Master may wish to roll these so as not to reveal how many manna using creatures are present. If a particular creature is concentrated upon for a round then the character may be able to determine what type of magic the target creature is able to utilise and

its approximate strength, to the nearest ten manna points. Two more casts of 1d100 are required and only one creature can be scanned this way each round.

The Conjurer

The Conjurer is a master of the arcane arts of magic, practised in spells of conjuration and charms of manifestation. They have few special abilities, spending most of their non-adventuring time pondering ancient scrolls, studying charms, experimenting with manna or as the pupil of some Master Conjuror.



To learn a spell the Conjuror must spend an amount of time in weeks equal to the level of the spell, in studying and experimenting. This amount of time may be reduced for very high intelligence scores as described with the MAJOR CHARACTER ATTRIBUTES. The Conjuror must be a pupil of some other Conjuror that knows and is teaching the desired spell or he must be studying and experimenting with a scroll that has been bought or found etc. Once the scroll has been learnt its magic is released and the scroll becomes useless.

A Conjuror is limited to leather armour or any equivalent or lesser type of armour. Metal armour on any part of the body interferes with the manna that is focused by the will of the conjurer; magical armour does not alter this restriction.

They are able to learn the MANNA ALARM, MANNA BATTLE, and MANNA IDENTIFICATION as described for the Cleric class.

The Druid

Druids are a type of Cleric but their power revolves around flora and fauna to a much greater degree than the Cleric class. They are the priests of nature, generally abiding in small huts or caves within forests or remote areas where they can remove themselves from civilisation and



concentrate on their natural wards and studies. They take a dim view of any creatures that harm or disturb the creatures and plants within their area of concern.

Their spells revolve mainly around the natural elements and are gained similarly to Cleric spells. The Druid prays to his god and the elemental spirits for the prayers that will focus the manna to form the spell required. Once again, the standard time required in prayer of one week per spell level may be reduced for high wisdom scores. At the end of this prayer 1d100 is rolled against the spell attainment value. Spells may also be learnt from scrolls or by studying as a pupil of another Druid.

Unlike Clerics, Druids are unable to turn or control undead creatures. They can never wear armour stronger than leather as any large amount of metal in the armour interferes with the manna that focuses within the body of the Druid; magical armour does not alter this restriction. They are able to learn the MANNA ALARM, MANNA BATTLE, and MANNA IDENTIFICATION as described for the Cleric class.

The Mind Mage

The Mind Mage is a manna user versed in the arts of deceiving and affecting the mind by magic. Using the various illusion and phantasm spells the Mind Mage can spin remarkable deceptions, some of which can be extremely dangerous or even fatal to the beholder.

They have few special abilities to learn as do some other classes. This is not a real disadvantage as most of the Mind Mage's time is spent in pondering over ancient scrolls and learning the spells contained on them or studying under some other wiser wizard. Extra manna points are gained as stated in the section dealing with experience points.

To learn a spell the Mind Mage must spend an amount of time in weeks equal to the level of the spell, in studying and experimenting. This amount of time may be reduced



for very high intelligence scores as described earlier. The Mind Mage must be a pupil of some other Mind Mage that knows and is teaching the character the desired spell or he must be studying and experimenting with a scroll that he has bought or found etc. Once the scroll has been learnt its magic is used and the scroll becomes useless.

A Mind Mage is unrestricted as to armour types worn, except for the head and neck where he is prohibited from wearing any type of armour that contains metal, i.e. studded leather armour or stronger; magical armour does not alter this restriction.

They are able to learn the MANNA ALARM, MANNA BATTLE, and MANNA IDENTIFICATION as described for the Cleric class.

The Warrior

Battle, strength of steel and body, and the glory of victory are the forte of the Warrior. Through combat and specialised training Warriors are able to gain expertise in many weapons and fighting styles. They are unrestricted as to the type of armour they may wear and are free in the choice of weapons that they can utilise. They have no natural spell abilities as do Clerics and Conjurers, nor do they have skills of thievery as the Brigands but they do have a group of combat skills that are able to be learnt after many weeks of intensive training. These skills are listed below.



DEATH THRUST

**12 weeks
minimum level 15**

This is probably the most powerful and dangerous skill known to elite Warriors. It is dangerous because it can only be done after the opponent has struck at the Warrior. If the opponent has a multiple strike attack sequence, then the Warrior can commence the DEATH THRUST after the first of these strikes. If a shield is utilised it may be used to parry this one strike. As the Warrior is struck, he entwines his feet around his opponent and launches himself forwards while thrusting his weapon into his opponent's torso. Both the Warrior and the opponent then fall to the ground. This motion automatically impales the opponent causing three normal damages to the opponent's chest, abdomen, or pelvis, negating armour absorption effects. However, once on the ground, the opponent, if still alive and able, gains another automatic hit and the Warrior's weapon is useless as it has pinned the opponent to the ground. The Warrior may stand up and remove his weapon but this gives the opponent another chance for a single hit at normal probability. Removing the weapon causes maximum weapon damage to the opponent with no damage bonus.

The DEATH THRUST may be attempted with any blade or thrusting weapon. Any victim with an intelligence over twelve can only be freely attacked once by a DEATH THRUST from any particular attacker. Any other DEATH THRUST attempt against that victim from that particular attacker allows the victim a Karma Influence attempt to avoid the consequences, a successful attempt meaning that the attacker is unable to get into position for the DEATH THRUST in that round and can only have one normal attack in that round, not a full attack sequence. Anyone with an intelligence of twelve or under can only be attacked freely once per combat while creatures with an intelligence less than eight may be attacked freely once every three rounds. To learn the DEATH THRUST, the LIGHTNING STRIKE must first be learnt.

DISARMING PARRY**5 weeks
minimum level 5**

This is accomplished with any hand held weapon. First the Warrior must successfully parry with his weapon. He then draws the attacker's arm outwards and swings it around. The attacker must then make a successful Karma Influence attempt or have his weapon tossed up to six metres from him. For every attempt to disarm the attacker in one combat, the attacker gains +5% on his Karma Influence. The DISARMING PARRY may be attempted once per round. If the character is able to use a one handed weapon in each hand then ten weeks of training must be done to allow a DISARMING PARRY with each of the weapons. This ability is general to hand held weapons and does not have to be learnt for specific weapons.

DOUBLE ROUTINE**7 weeks
minimum level 7**

By doing seven weeks of training, a Warrior can increase his weapon expertise to a level that allows him two normal strikes (i.e. none of the other Warrior specific abilities) in every second round. By doing a further seven weeks training a Warrior can increase this to two normal strikes every round. This is only for one hand. If the TWO WEAPON ROUTINE is known then seven weeks training must be done for each hand to gain the extra strike for both hands, i.e. twenty-eight weeks for four strikes each round, two from each hand.

DOUBLE SWING**6 weeks
minimum level 5**

This is accomplished with any blade or blunt weapon but not a thrusting weapon. It enables the practiser to reverse a weapon's direction with lightning speed. This ability is used if the user attacks last in a round. It allows the user to gain immediate initiative for an attack in the next round, thus gaining two consecutive strikes on the opposition. However, to use the DOUBLE SWING, the user can wear but not use a shield in the two rounds concerned and also forgoes half his melee dodge for the strike in the first round, though he may use his full melee dodge in the second round. A DOUBLE SWING may be attempted once every two rounds. If the strike in the first round is parried then the double swing is negated allowing normal initiative rolls in the second round.

FALLING STRIKE**8 weeks
minimum level 6**

This is accomplished with any hand weapon. The Warrior strikes at the opponent's head. The head strike is only the secondary play though, as the Warrior has moved forward and interlocked his feet with his opponent's. If the opponent parries or dodges the blow to his head he will automatically fall to the ground. If the opponent does not dodge or parry and the blow hits, the opponent is allowed an attempt at Karma Influence to avoid falling. If the blow misses, then no one will fall. A felled victim will lose all remaining initiative in that round and automatically score a 1 for initiative on the next round. The ability may be used once per combat or once per round on creatures with an intelligence of less than eight.

LIGHTNING STRIKE**10 weeks
minimum level 12**

This is one of the Warrior's powerful and most devastating skills. As an opponent closes to attack, the Warrior, on his initiative, instead of attempting to dodge or parry the blow, steps directly into the approaching attack and slams his weapon home using his full body weight. This strike may be accomplished with any blade or thrusting weapon. Because of the surprising speed and movement, the opponent has no Melee Dodge and loses the opportunity to attack if he has not already attacked in this round. The strike adds another damage bonus into the Warrior's normal damage, and also adds 50% to his attack% which also increases special hit% levels. If the Warrior misses his LIGHTNING STRIKE, the opponent gains an automatic hit and wins the next initiative.

The LIGHTNING STRIKE is particularly useful when the Warrior is wounded and his attack% has dropped considerably. The secret to the LIGHTNING STRIKE, is the fact that it relies on surprise, thus it can never be used on someone who has the skill as they can move quickly to avoid the strike. Also, anyone with an intelligence of over twelve can only be freely attacked once by a LIGHTNING STRIKE. Any other LIGHTNING STRIKE attempt against that victim from that particular attacker allows the victim an attempt at Karma Influence to avoid the consequences, a successful attempt meaning that the attacker is unable to get into position for the LIGHTNING STRIKE in that round and can only have one normal attack in that round, not a full attack sequence. Anyone with an intelligence of twelve and under can only be FREELY attacked once per combat while creatures with an intelligence of less than eight may be attacked once per round in this fashion.

MOVING SWIRL**4 weeks
minimum level 9**

This ability allows a character to move while undertaking the SWIRL. The user is able to move at half his normal mobility and must have an agility score of fifteen or higher. The SWIRL must be mastered before the MOVING SWIRL can be attempted.

SHIELD BUFFET**4 weeks
minimum level 3**

This is carried out with a medium or large shield and is used to buffet one opposing creature at the end of a melee round. One normal weapon attack is also allowed prior to the buffet. As the buffet is a simple forward rush towards an opponent, it is normally carried out at 100% effectiveness less the opponent's dodge. If the buffet is successful the opponent will be buffeted backwards -- five metres for creatures smaller than the attacker, three metres for creatures the same size as the attacker and two metres for creatures larger than the attacker. It also causes the opponent to automatically score a 1 for initiative in the next melee round. However, if the buffet fails, the attacker immediately loses initiative in the next round as he is off balance. If two characters use a SHIELD BUFFET against each other at the same time, both buffets are immediately negated. A SHIELD BUFFET may be attempted once per round but can only affect creatures less than the

character's size or up to one and a half times the size of the character.

SWIRL

8 weeks
minimum level 8

This can be accomplished with any one-handed blade or blunt weapon which is close to one metre in length. It enables the practiser to protect himself from all hand weapon attacks as well as being an offensive ability. Any hit on the character will strike the swirling weapon. It also provides some protection against missile fire. The practiser actually wields his weapon in a figure eight pattern at blinding speed. Normal damage for a weapon wielded this way is the weapon damage plus two damage bonuses, i.e. one extra damage bonus over standard normal damage. The practiser is also able to deflect up to three normal projectiles with 50% chance of success. It takes one round of unhindered wielding to build the weapon up to a suitable speed. If the weapon strikes anything except projectiles, the swirl is lost and must be recommenced, taking one round to build up speed again. If the weapon strikes while it is building up speed the extra damage bonus is not considered. While using this ability, the user must remain still and loses all melee dodge. It can be maintained for a number of rounds equal to the character's constitution.

TWIN SWIRL

10 weeks
minimum level 10

This is the same as the above ability (the SWIRL) except the user wields one weapon in each hand. The practiser can deflect all normal projectiles fired from any side with 75% chance of success. If one weapon strikes or is struck, the other weapon can strike automatically or continue to swirl, as the user chooses. The TWIN SWIRL is also a defensive ability, using one SWIRL to parry an opponent's attack (and perhaps damaging the opponent's weapon) and striking with the other SWIRL with damage appropriate to a SWIRL. If both SWIRLS strike an opponent simultaneously each weapon will cause two extra damage bonuses included as normal damage (i.e. a total of three damage bonuses) on each weapon and the opponent must make a successful Karma Influence or fall to the ground. To learn the TWIN SWIRL both the SWIRL and the MOVING SWIRL abilities must be learnt. Also the character must have exceptional dexterity (i.e. greater than eighteen) and have mastered the TWO WEAPON ROUTINE.

WEAPON THROW

6 weeks
minimum level 4

This can be accomplished with any weapon. It enables the practiser to throw his weapon and negate one opponent's attacks for that round as well as causing damage. Once this skill is mastered a weapon may be thrown at an opponent up to fifteen metres away with three-quarters of the current weapon%. As well as negating any remaining initiative of the opponent and causing appropriate damage, it gives the user one round of free time; the next round. Thus it is generally used to negate the opponents free attack when a character wishes to turn and flee, or to draw another weapon or magic item without wasting initiative.

The WEAPON THROW may be attempted once per combat against any intelligent creature and once per round against creatures with an intelligence less than eight.

General Abilities

The outline for each ability in this section is, in most cases, merely a brief description of the ability, including the method for increasing the character's skill level in that ability and a referral to where further information is located. Unless otherwise specified, all training for the periods shown will increase the character's point score in that ability by one.

ALCHEMY

1 week
minimum level 1

This ability gives a character a slight knowledge of spell material components, poison bases etc. Each week of training and study gives a +1d4% chance of being able to find, dig up, distil etc. the required element.

{TOME OF THAUMATURGY, GAINING NEW SPELLS}

ARMOURER

4 weeks
minimum level 1

This ability allows a character to make general repairs to metal armour. The amount of repairs able to be done per hour is ten times the character's armourer points. Armour can never be repaired by a character to above 90% of its original strength and magical armour can not be repaired with this ability. A set of armourer's tools is required.

BRAWL

4 weeks
minimum level 1

Brawling is the act of punching, kicking, grappling, rolling, diving, hitting, etc. It can occur anywhere but is often seen in places such as back streets and seedy inns. A brawl die is considered to be 1d12. All characters, unless they have a score greater than zero in this ability, have a success chance of 1-3. The first brawl point that a character has, increases this to 1-6. Other brawl points raise the chance of successfully scoring a brawl attack by 1, i.e. 1-7, 1-8 etc., to a maximum of 1-11.

{ADVENTURE ARCHIVES, BRAWLING}

CLIMB

4 weeks
minimum level 1

The first four weeks training gives a 90% chance of being able to successfully scale a wall or cliff. There is no maximum value restriction. Some walls and obstacles etc. may be particularly difficult to climb, in which case the Battle Master would give them a 'resistance%' to being climbed which would be subtracted from the character's chance of success.

Every extra week of training increases the chance of success by 1d4%. A non-skilled character has 45% chance of success.

{ADVENTURE ARCHIVES, CLIMBING}

DECEPTION

1 week
minimum level 1

This allows a character to successfully wear a disguise or tell lies etc. Prior knowledge by the intended victim that a deception may occur will usually reduce the actual chance of success.

Every week of training increases the chance of success by 1d4%.

EXTRA LANGUAGES

6 months
minimum level 1

For a character to learn an extra language, that character's intelligence must be over fifteen. Six months of study are required.

Any extra languages generated at character generation take no time to learn but must be chosen at that stage.

FIRST AID

4 weeks
minimum level 1

This ability allows characters to apply general first aid such as mouth to mouth resuscitation, splinting broken bones, stopping bleeding etc. The chance of success for a standard character is only 50%, while the first four weeks training done increases this to 70%. Every extra one week period increases the value by 1d4%, up to a maximum of 95%.

{CHARACTER CODEX, MINOR CHARACTER ATTRIBUTES, Hit Points and Body Locations}

FURTIVE MOVEMENT

1 week
minimum level 1

This ability is the chance a character has of moving about from shadow to shadow, or doorway to doorway without being seen or heard. It can also be used in circumstances such as moving through crowds without being noticed when being specifically searched for. The initial chance of success is calculated at character generation time and is dependent upon dexterity, intelligence, and agility.

Every extra week of training increases the chance of success by 1d4%.

{ADVENTURE ARCHIVES, FURTIVE MOVEMENT}

GAMBLE

4 weeks
minimum level 1

For every point of gambling skill generated, a character's chance of winning at various games is increased, e.g. a character in a casino, playing a simple dice game would add his gambling ability to his die roll, i.e. the house and character each roll 1d6 and the higher value wins. The house, of course, would probably add one or two to its roll, to represent odds in the house's favour (legitimate or not). The character also adds any gambling skill he has to his die roll, the winner being the player with the highest total. Tied scores usually mean that the house wins.

INSTRUCTOR

4 weeks
minimum level 1

All characters are able to teach other characters skills that they know. If a character has no instructor ability, then all times are increased by 50%, e.g. weapon or brigandage ability training would take eleven days rather than one week to gain 1d4%, or the Adept's ability JAGGDA LEAP would take nine weeks rather than six.

If a character has an instructor ability of one then only normal times are required to teach another character. For every one point more, the instruction times are reduced by 5%. A maximum instructor score of six is allowed.

JEWELLER

4 weeks
minimum level 1

This ability allows a character to determine the correct value of gems and jewellery and to gain a favourable price when dealing in such commodities. With a score of zero in this ability a character will be unable to determine the value of a gem or item of jewellery.

Normally gems can never be sold by a character for more than 80% of their actual value. Each four weeks training in this ability gives an extra 5% to a maximum of an additional 30%, a total of 110% of the gem's actual value.

LEATHER WORKER

4 weeks
minimum level 1

This ability allows a character to make general repairs to studded leather and lesser types of armour. The amount of repairs able to be done per hour is ten times the character's leather worker points. Armour can never be repaired by a character to above 90% of its original strength and magical armour can not be repaired with this ability. A set of armourer's tools is required.

LEGEND LORE

1 week
minimum level 1

This ability represents the chance that a character has some knowledge of a particular legend. A 1d100 is rolled and if the score is less than or equal to the character's Legend Lore% then the 1d100 is rolled a second time to indicate the amount of the legend that is known. However, if the legend applicable is very general then a successful Legend Lore attempt will indicate that the entire legend is known. This is usually the case for historic items such as relics.

This does not, however, stop characters from going to a library or sage and learning all that they wish.

Every one week of training increases this ability by 1d4%.

PERCEPTION

1 week
minimum level 1

This ability allows a character to see through deceptions such as disguise, lies, rigged gambling etc.

This ability can only be attempted once against any particular occurrence, e.g. if a character suspects that a gambling table is rigged, he rolls 1d100. If the score is above his Perception% he is unable to determine if the table is rigged or not and is unable to attempt to determine this again for that table unless the rigging of the table is changed or the character does further training. If the score is less than or equal to the Perception% then the character is able to tell if the table is rigged or not.

Every week of training increases this ability by 1d4%.

RECRUIT

4 weeks
minimum level 1

This is the chance a character has of recruiting help for any particular task. All characters initially have a 20% chance of recruiting success. The first four weeks of training raise this to 40%.

Depending on the task for which a character is recruiting, the Battle Master may raise or lower the Recruit% required.

Every extra week of training increases this ability by 1d4%.

{ADVENTURE ARCHIVES, RECRUITING}

RIDING SKILL

6 weeks
minimum level 1

It is assumed that every character is able to ride a horse. However, unless any RIDING SKILL is generated, that character will not be able to remain mounted in combat. The first time the character is hit, whether taking damage or not, the character will fall. If a character has a RIDING SKILL score above zero then there is a much less chance of that character falling. Also he may only fall if actually taking damage, i.e. a hit that does not cause hit points to the body will not cause the character to fall from his mount.

For every six weeks training done, the character's riding ability is increased by one, to a maximum of six.

{ADVENTURE ARCHIVE - COMBAT, Mounted Combat}

SAILING SKILL

4 weeks
minimum level 1

This ability allows a character to take an active part in the sailing or handling of water craft to a degree determined by the sailing skill level that is the same as the character's score in this ability. The type of vessel in which the character is experienced is determined by rolling 1d6 and generating a number. This number is the vessel class. Alternatively, the character may choose the vessel class at the discretion of the Battle Master. Sailing skill in other vessel classes may be learnt with the appropriate training in each desired vessel class.

{ADVENTURE ARCHIVES, WATER CRAFT AND SKILLS}

SHIPWRIGHT

1 week
minimum level 1

This ability allows a character to repair or construct vessels from the class of water vessel chosen at character generation time or when this ability is first learnt. Every week of training gives 1d4% to a maximum of 90%. The score is the amount of vessel able to be repaired or constructed. Any further work must be done by a professional shipwright. If water vessel class one is chosen (rafts etc.) then complete vessels may be constructed regardless of the Shipwright% value. Other vessel classes may be learnt with the appropriate amount of training for each vessel class but if no training is taken in other vessel classes then the Shipwright% for the other classes is half the character's Shipwright%. When repairing vessels, damage can be repaired at a hit point rate of half the Shipwright% per day. Thus if the character has a Shipwright% of 64% then he can repair 32 hit points of damage per day on a vessel with which he has had training but only 16 hit points per day on a vessel with which he has had no training. A vessel can not be repaired beyond sixty percent of its full strength while at sea.

{ADVENTURE ARCHIVES, WATER CRAFT AND SKILLS}

SIEGE MACHINERY

4 weeks
minimum level 1

This skill is a character's chance of success with siege weaponry of all kinds. The initial four weeks training of a person with no prior skill will give a Siege% of 30%, while every other week of training will increase this by 1d4%.

STREET WISE

4 weeks
minimum level 1

This ability allows a character to pick up information from the people of the street: beggars, ruffians, children, pedlars, barmen etc. The character knows what type of people to whom he should speak and what areas in which he should travel etc. It also allows a character to spread information by the street people.

The first four weeks training allows a 40% chance of hearing something interesting, or spreading information of general interest. It also allows a 20% chance of hearing something specific or successfully spreading information that has a specific destination or purpose.

Every other period of study increases these skills by a further 10% to a maximum of 90% and 70% for general and specific cases respectively.

SURVIVAL

4 weeks
minimum level 1

A character without any generated survival ability has a 10% chance each day, while away from civilisation, of finding enough food and water to be comfortable for that day. The amount of food found will be enough for 1d4 + 3 people for one day.

If a character has only 10% survival chance then the first four weeks training increases this to 40%. Every week of training after this adds an extra 1d4% to a maximum of 90%.

SWIM

4 weeks
minimum level 1

No character can swim unless this ability is above zero. The first swim point allows the character to swim distances up to 100 metres with a mobility of six. The second point allows swims of up to 500 metres and two extra mobility points, i.e. a total of eight. All further points allow an extra 500 metres and an extra mobility point and the ability to tow a person, small raft, canoe etc. A character can tread water for a number of rounds equal to (2 * constitution * swim). No more than six swim points may be gained by player characters.

TRACKING

4 weeks
minimum level 1

The first four weeks of tracker training will give characters a base 45% chance to successfully track a creature or party. This skill is modified by the Battle Master depending on particular circumstances.

Every extra week of training increases this ability by 1d4%.

{ADVENTURE ARCHIVES, TRACKING}

TRADER

4 weeks
minimum level 1

When bartering goods or haggling over prices, characters with this ability usually come out ahead. Every four weeks training in this ability gives a 5% increase in favour of the character in the types of situations mentioned, to a maximum of 30%.

When a percentage increase is not appropriate, the actual gain is at the discretion of the Battle Master. The character doing the trading must give up some article or service that is of little value to him but that he has convinced the other party is of some value to that other party.

TWO WEAPON ROUTINE

6 weeks
minimum level 1

Any character may undertake this ability regardless of the character's dexterity score. However, characters with exceptional dexterity, i.e. greater than nineteen, gain extra benefits. After training, the character is able to use a one handed weapon in each hand with a penalty depending on the character's dexterity.

{ADVENTURE ARCHIVES, AMBIDEXTERITY}

WEAPON SKILL

1 week
minimum level 1

Any character may undertake training for any ability that has a % value and is not described specifically. This includes such skills as Weapon%, Hands%, Shield% etc. Each week of training adds 1d4% to the skill% of the ability. However, the skill% can never be increased to more than 100% by this training method. Higher skill% must be gained through experience point conversions. Also, the teacher must have a skill% at least 50% greater than the pupil.

WEAPON SMITH

4 weeks
minimum level 1

A character is able to repair and forge weapons with this ability. The weapons forged can only be those with no more hit points than the character has points in this ability, i.e. if a character has four points, he is unable to make a long sword with only four hit points.

The amount of repair able to be done per hour is equal to the number of points the character has, i.e. four points in this ability allows four points to be repaired per hour. A set of armourer's tools is required.

CHARACTER GENERATION

Once a player has decided what class or classes his character is taking, the character must then be generated. To do this a total of thirty rolls of the generating dice are required, each compared against the ABILITY GENERATION tables. At least sixteen of these rolls must be under the character's major class. The remaining number may be divided over other classes as desired, if more than one class is taken.

The generating dice comprise 1d100 and 1d6. Both are rolled and the table column selected by the value of the 1d6 and the row by the value of the 1d100. The table cell thus selected is the attribute generated for that roll.

When all thirty rolls have been taken, collect all identical generated attributes together, i.e. tally all occurrences of each attribute type together to get a single value for each attribute, e.g. if Weapon 1 was rolled seven times, then tally these to get a value of seven for Weapon 1.

If any general ability tally is greater than six, then subtract any excess, adding the excess to the attribute total for Points, e.g. if the tally for 'Riding Skill' was eight, then the value for Riding Skill becomes six and the Points tally is increased by two. If any tally for weapons (including Hands), Manna Points, Power, Dodge, or Shield exceeds ten then subtract the excess and add it to the Points tally also.

Several of these tallies must now be converted into skill% as follows:

- i. Multiply all generated weapon totals (Weapon 1, Weapon 2, Weapon 3, Weapon 4, Hands) by 10%, this becoming the weapon's generated%.
- ii. Multiply Dodge and Shield values by 5%, this becoming the generated% for these abilities.
- iii. Multiply the tally for Alchemy by 10%.
- iv. Convert the Brawl tally to the appropriate d12 score as follows:

BRAWL TALLY	1d12 BRAWL SCORE
0	1-3
1	1-6
2	1-7
3	1-8
4	1-9
5	1-10
6	1-11

- v. If the tally for Climbing is zero then it becomes 45%, otherwise it becomes:
 $((\text{Tally} * 10\%) + 80\%)$
- vi. Multiply the Deception value by 10%, giving the Deception% chance of success for this ability.
- vii. Extra languages must be chosen.
- viii. If the First Aid tally is zero then the First Aid% becomes 50%, otherwise it becomes:
 $((\text{Tally} * 5\%) + 65\%)$.
- ix. Multiply the tally for Furtive Movement by 5%, this new value becoming the generated%.
- x. Multiply the tally for Jeweller by 5%, this new value becoming the generated%.
- xi. Multiply the tally for Legend Lore by 10%, giving the generated Legend Lore%.
- xii. Multiply the Perception value by 10%, giving the Perception% for this ability.
- xiii. If the tally for Recruit is zero then the Recruit% becomes 20%, otherwise it becomes:
 $((\text{Tally} * 10\%) + 30\%)$.
- xiv. If the tally for Sailing Skill is greater than zero then choose the water vessel class in which the character is skilled.
- xv. Multiply the Shipwright tally by 10% giving the generated Shipwright% value. Choose the water vessel class to which this ability applies.

xvi. If the tally for Siege Machinery is above zero then the value becomes:

$$((\text{Tally} * 10\%) + 20\%).$$

xvii. If the tally for Street Wise is greater than zero then convert it to the following values:

STREET WISE TALLY	STREET WISE% General%/Specific%
1	40/20
2	50/30
3	60/40
4	70/50
5	80/60
6	90/70

xviii. If the Survival total is zero then it is changed to 10%, otherwise it becomes:

$$((\text{Tally} * 10\%) + 30\%).$$

xix. If the Tracking tally is greater than zero it must be converted to a Tracking% as follows:

$$((\text{Tally} * 10\%) + 35\%).$$

xx. Multiply the tally for Trader by 5%, giving the percentage value.

Other tallies must also be modified as follows:

xxi. Add 100 to the Points tally. This total is the amount that is now to be spread over the seven primary areas of the major character attributes at the player's discretion within the limits described earlier. These attributes are Strength, Constitution, Agility, Dexterity, Intelligence, Wisdom, and Charisma

xxii. Determine the character's race.

xxiii. Calculate the base Power value that is to be added to any generated Power value by rolling 3d6. Any roll of a 6 becomes a 4 while any roll of a 1 becomes a 3.

xxiv. The character size is determined at the discretion of the player within bounds determined by the race.

xxv. Manna Points may be converted into spell levels, e.g. four generated 'Manna Points' can be traded to gain four levels of spell, e.g. one fourth level spell or two second level spells etc. If all 'Manna Points' are traded to gain spells then no 'Manna Points' will be available to cast these spells. Thus at least one must be kept and not traded for a spell. This is the only time that this manna/spell trade can be done and spells above level three can not be gained this way.

All the minor character attributes must now be calculated.

MINOR CHARACTER ATTRIBUTES

The minor character attributes are those that are determined by the ten major attributes and the values generated during character generation. A description of each follows.

Brigandage Abilities

The Brigandage abilities determined here are FURTIVE MOVEMENT, PILFERING, and PICK LOCKS. They are calculated as follows:

$$\text{Skill\%} = \text{Generated\%} + \text{intelligence} + \text{agility} + \text{dexterity} - 20$$

Every character, regardless of class, will have some initial skill% in the ability FURTIVE MOVEMENT as determined by this formula, even if the generated% for this ability is zero. However, the other two abilities can only have an initial skill% if the character is a major or minor class Brigand, even though no generated% can exist.

Damage Bonus

A character's damage bonus is an increased damage amount due to the physical strength and size of the character added into the damage done with a weapon. Basically, the stronger and bigger the character, the more damage he will be able to do. Conversely, a smaller, weaker character will not be able to cause as much damage. Damage bonus is not added into normal damage for fired projectile weapons. The following formula and table are used to calculate the damage bonus.

$$\text{Damage Constant} = (\text{strength} + \text{size}) / 2, \text{ rounded down}$$

Damage Constant	Damage Bonus
< = 2	-4
3 - 4	-3
5 - 6	-2
7 - 8	-1
9 - 10	0
11 - 12	+1
13 - 14	+2
15 - 16	+3
17 - 18	+4
> = 19	+5

e.g. a character of size 10 and strength 17 has a damage bonus of +2 (10 + 17 = 27. 27 / 2 = 13 1/2. 13 1/2 rounded down = 13 for the damage constant giving a damage bonus of +2).

Dodge

Dodge is the ability of a character to dart, weave and sidestep etc. during combat, possibly avoiding hostile blades, beaks, talons etc. There are two forms of dodge which are considered in various situations. Firstly there is natural dodge which is calculated solely on the size of the creature and is a measure of how difficult or easy it is to be hit due to the creature's size. The second form of dodge is melee dodge which is the actual ability to move out of the way of blows in personal combat. It may vary due to experience gained whereas natural dodge can only vary when the size of a creature alters.

$$\text{Natural Dodge\%} = (10 - \text{size}) * 5\%$$

For large creatures, natural dodge may be negative but, regardless of size, it may never be lower than -25% or higher than 45%.

$$\text{Melee Dodge\%} = \text{Generated\%} + \text{intelligence} + \text{agility} - 15$$

Melee dodge can never increase to more than three times the character's agility score, unless the character is an Adept that has done training in the DODGE INCREASE ability.

The combat circumstances in which a creature is able to dodge are as follows:

1. hand weapon combat, i.e. melee
melee dodge + natural dodge
2. target of a slow hurled missile, e.g. spear, javelin etc.
(melee dodge / 2 rounded down) + natural dodge
3. target of a fast missile, e.g. sling bullet, arrow etc.
natural dodge only

Encumbrance

The amount of equipment, treasure, items etc. able to be carried by a character is determined by the strength, constitution, and size of the character. These three attribute values are totalled and this figure is then halved (rounded down) to determine the number of encumbrance units able to be carried without affecting the abilities of the character.

$$\text{Encumbrance Limit} = (\text{Strength} + \text{Constitution} + \text{Size}) / 2, \text{ rounded down}$$

An encumbrance penalty occurs when a character carries more than his normal encumbrance limit. When this occurs the character loses one mobility point for every two encumbrance units extra that are carried and a skill% penalty off all skill% and ability% that is proportional to the ability%, for every extra unit carried.

$$\text{Encumbrance Penalty\%} = (\text{ability\%} / \text{Encumbrance Limit}), \text{ rounded down}$$

{ADVENTURE ARCHIVES, ENCUMBRANCE}

Endurance

Each time a creature takes damage for any reason then that creature is not able to perform as well in any aspect as before the injury was sustained. The amount of this decline is called the Endurance%. It is considered when calculating actual Attack%, current Brigandage skill levels, and general response to situations etc. To calculate the Endurance% for a particular weapon or ability, use the following formula:

$$\text{Endurance\%} = \text{Skill\%} / \text{total hit points}, \text{ rounded down}$$

e.g. Sanbadar has a long sword with Weapon% of 121%. His total hit points is 20. $121 / 20 = 6 \frac{1}{20}$. Endurance% therefore = 6% for this weapon.

Thus, every time the Sanbadar sustains hit points he will lose 6% from his current long sword% for every hit point taken. Other weapons and abilities will be affected similarly at their respective Endurance% values.

Due to the high energy stress and strength required for hand to hand melee, endurance must also be considered when engaged in extended bouts of combat. The character is able to continue for a number of rounds equal to his current constitution value without hindrance. After this, he loses skill% equivalent to his Endurance% for every extra round in combat.

Every round of rest will regain this lost skill% or allow one round of combat without further loss of skill%.

e.g.:

The Goblin hoard seemed endless as Sanbadar and Rodan fought with the caravan guards to protect the

merchandise and their lives. The battle seemed to rage for hours and they could both feel themselves slowly weaken as there seemed no end to the creatures assaulting them.

The battle had actually only been in progress for thirty rounds and all those involved were suffering from fatigue caused by combat in excess of their normal endurance. Sanbadar has a constitution of 19, thus he fought without loss of ability for nineteen rounds. Each round after, he lost 6% from his long sword% bringing it now to 55%.

Suddenly lightning flashed brilliant overhead and rain lashed the forces. The goblins screamed in fear and ran back into the forest from which they had earlier leapt in ambush. The caravan quickly reorganised and moved off, before the storm abated and the goblins returned. They travelled for a half hour along the now mud slushed road and the rain slackened and then fled as a fresh breeze blew from the hills, scattering the clouds. Suddenly the Goblins attacked again from the nearby forest. They must have followed the caravan, waiting for their opportunity to return or perhaps they were another band.

Sanbadar has had opportunity to rest for thirty rounds restoring him to his full battle skill again. The first eleven rounds of rest returned the lost skill% to him at the rate of 6% per round and the remaining nineteen rounds provided rest that enabled him to continue fighting without reduced skill% for a further nineteen rounds. If the Goblins second attack had been earlier then there were several ways to utilise the available rest. Each round of rest could return the lost Endurance%, i.e. 6%, or allow one further round of combat without additional loss of Endurance%.

Hit Points And Body Locations

The hit points of a character is a measure of that character's overall fitness and strength and for an average size human character is equal to the value of that character's constitution. The hit points represent the amount of damage that a character or part of the character's body can sustain before becoming useless, severed, dead etc. Thus there are two sets of hit point values. The first set consists of only one value, i.e. the 'total hit points'. The second set is a group of hit point values, one for each individual body location. Each of these is less than and dependent upon the creature's total hit points.

Total hit points for a character are calculated as follows:

$$\text{\#H.P.} = \text{constitution} + (\text{size} - 10)$$

For characters and creatures with higher total hit points use the following formula and add the value from the BASE row on the following tables to get the individual values.

$$\text{\#H.P.} / 3 \text{ round up, i.e. } 4 \frac{1}{3} \text{ rounds to } 5 \text{ as does } 5.$$

e.g. $\text{\#H.P.} = 43$. $43 / 3 = 14 \frac{1}{3}$ which becomes 15. Add the value from the BASE row and get 16 H.P. for the head, 15 H.P. for the neck, 18 H.P. for the chest etc.

The hit points for each body location can be extracted from the following tables:

BODY - TORSO

#H.P.	HEAD	NECK	CHEST	ABDOMEN	PELVIS
1-3	2	1	4	3	3
4-6	3	2	5	4	4
7-9	4	3	6	5	5
10-12	5	4	7	6	6
13-15	6	5	8	7	7
16-18	7	6	9	8	8
19-21	8	7	10	9	9
22-24	9	8	11	10	10
BASE	1	0	3	2	2

BODY - LIMBS

#H.P.	UPPER ARM	FORE ARM	HAND	THIGH	LOWER LEG
1-3	2	1	1	3	2
4-6	3	2	2	4	3
7-9	4	3	3	5	4
10-12	5	4	4	6	5
13-15	6	5	5	7	6
16-18	7	6	6	8	7
19-21	8	7	7	9	8
22-24	9	8	8	10	9
BASE	1	0	0	2	1

The body is divided into hit locations as follows: (example is for a character with #H.P. = 20).

1d100	location	H.P.
01-10	head	8
11-15	neck	7
16-30	chest	10
31-40	abdomen	9
41-50	pelvis	9
51-55 / 56-60	upper arm	8 / 8 ' / indicates left
61-65 / 66-70	forearm	7 / 7 or right limb,
71-75 / 76-80	hand	7 / 7 i.e. left/right
81-85 / 86-90	thigh	9 / 9
91-95 / 96-100	lower leg	8 / 8

Any injury that causes any body location to be lowered to less than zero hit points is known as a serious injury and the effect of this injury is as follows:

BODY LOCATION	Hit Points = 0	Hit Points = -5
Body	unconscious	dead
Head	unconscious	dead
Neck	dead	beheaded
Chest	can't use arms	dead
Abdomen	must fall	dead
Pelvis	must fall and can't use legs	dead
Arms	useless	severed
Legs	useless	severed

When a character's total hit points is reduced to zero the character becomes unconscious and when it reaches -5 the character is dead. If the hit points for any body location are lowered to less than zero then that area is unable to be used efficiently for a number of weeks equivalent to the minus value of the area, e.g. if an arm is reduced to -2 hit points then that arm will not be able to be used effectively for two weeks. If the total hit points of the character falls below zero then the character will be unable to undertake strenuous activity for a number of months equivalent to the amount below zero to which the character's body was reduced.

These are the convalescing times that are required to raise a seriously injured body to a state where it can heal to its full fitness. After these times have elapsed the

seriously injured body or body locations are raised to zero hit points. Then the natural healing process occurs at a rate of one hit point per day until all lost hit points are restored. Although only one hit point is regained each day (not one for each injured body location) the total hit points are raised at the same time, as they are a reflection of the individual hit point values. If more than one body location is seriously injured then the time taken to raise all injured areas to zero hit points is the time for the most seriously injured area only. The times for the other areas are not added on. If the character has exceptional constitution then after the seriously injured areas have been raised to zero then the other lost hit points are regained at a rate of one per hour rather than one per day.

If magical means, such as a HEAL WOUNDS spell, are used to restore lost hit points then the convalescing time for serious wounds when the total hit points is reduced below zero is only one week per '-' hit point and a body location's hit point score of below zero is only one day for each '-' hit point. A HEALTHY BODY spell causes all damaged areas to become fully restored and functional and negates all convalescing time over one day. It does not, however, regrow or rejoin severed limbs.

Any time that any hit point score, either total or for a body location, is reduced to below zero, that area will continue to bleed at the rate of one hit point per round unless successful first aid is applied, or power points or magical healing arts are used. Thus a character may bleed to death if not treated.

While any character is suffering from or convalescing from a serious injury no strenuous activities can be undertaken. This includes the regeneration or use of manna. This restriction may be ignored if a number of power points are used, equivalent to the seriousness of the injury, to strengthen the character. This extra strength will last for twenty rounds.

e.g. Eygil is seriously injured in his right hand and right thigh; -1 and -3 hit points respectively. The wounds have been healed with a HEAL WOUNDS spell thus only three days convalescing are required. During these three days Eygil can not cast any spells unless he uses power points to give him extra strength. Three power points must be used and will give twenty rounds of extra strength.

Initial Possessions

When a character has been generated it is considered that he has just left an apprenticeship of some sort in the class or classes of his chosen profession. This apprenticeship could range from the simple instruction from a battle experienced father, an attendant to the local priest, a soldier in the guard of some Lord, or perhaps the pupil of a wizard etc.

Specific circumstances can be specified by the Battle Master but usually a new character has little money, few possessions and little idea of what to do in the immediate future.

To determine the initial possessions of a beginning character, five casts of 1d100 are rolled and the following

table consulted for each score. Only one set of armour, one shield, one backpack etc., one set of winter gear, and one horse may be generated. Only the first two items can be duplicated. Any weapons generated can be chosen at the discretion of the Battle Master or using the magical weapon generation tables in the ADVENTURE ARCHIVES but creating a normal rather than magical weapon.

1d100	INITIAL POSSESSION
01-30	1d10 gold coins
31-45	weapon
46-50	horse
51-70	backpack, summer bedroll, torch, tinderbox, water-skin
71-80	winter clothes and winter bedroll
81-85	armour - CLASS 1
86-88	armour - CLASS 2
89-90	armour - CLASS 3
91-92	small wooden shield
93-94	medium wooden shield
95	large wooden shield
96-97	small metal shield
98-99	medium metal shield
100	large metal shield

Karma Influence

Throughout a character's life there will arise many situations that seem to be dangerous, difficult, or perhaps even simple, from which the character is able to escape or avoid without apparent effort. It is these situations that are controlled by the Karma, destiny, or the ultimate fate of the character. However, many of the old proverbs such as 'He makes his own luck' or 'Survival of the fittest' have much to do with a character's life. Thus, it is often the case that characters that are strong of mind and body seem to proceed whereas the weaker or less developed may fall by the wayside as a result of some stroke of good fortune or perhaps ill luck. In many cases a character may successfully influence his Karma and avoid some malevolent event.

This innate ability of a character to succeed or fail is referred to as Karma Influence and is calculated as follows:

$$\text{Karma Influence\%} = \text{constitution} + \text{agility} + \text{wisdom}$$

Whenever a character is allowed to attempt a Karma Influence he adds his Karma Influence% to twice the value of his current power. 1d100 is then rolled and a score of less than or equal to this value indicates a successful Karma Influence.

A Karma Influence attempt is required when a character is the victim of a Dragon Blast, poison, hypnotism, some spells etc. In broad coverage it represents a character's luck, physical resistance, strength, and fitness all combined into one value to cover many aspects that are not easily covered by individual rules or attributes. Generally if a Karma Influence attempt is successful then the effects of whatever is occurring will be negated or at least halved. Thus, damage from fire and other elements, including FIRE BURSTS, Dragon Blasts etc. will be halved with a successful Karma Influence. If a very good Karma Influence is scored (equivalent to a deadly blow in the COMBAT Attack% table) then no damage is taken. Items

are also allowed a Karma Influence attempt under certain circumstances.

e.g. a glass jar would attempt a Karma Influence if it was dropped, to see whether it broke or not, a successful attempt indicating that the jar did not break. If the same jar was forcefully thrown against a hard surface it would still attempt the influence but at a much reduced value.

Standard items have a Karma Influence% of 45%. Magical weapons, armour and other items make a Karma Influence attempt at 70% + 5% for every +1 magical bonus that they have. Most common magical items have no '+' attribute and thus have a Karma Influence% of only 70%. It is usually only weapons and armour that have these '+' attributes. If successful in this attempt the weapon or armour does not take any damage. Karma Influence attempts against spell effects are described within each spell description.

Every object and being has some Karma Influence. Thus when any situation arises that has no specific rule to resolve its outcome, Karma Influence should be used, perhaps with some modifier determined by the Battle Master.

Mobility

All characters with a normal agility score have a standard mobility of twelve. Other agility scores lower or raise this as follows:

AGILITY SCORE	MOBILITY
1-5	9
6-15	12
16-21	15

The mobility is also affected by the type of armour that the character wears. Depending upon which class the armour worn on the majority of the body comes from, the mobility is decreased. The class of armour is determined by consulting the section on COMBAT and Armour in the ADVENTURE ARCHIVES.

Armour in CLASS 1 does not hinder the character, while armour in CLASS 2 reduces the character's mobility by 3 points. Armour from the third class reduces the character's mobility by 6 points. Thus, if a character with standard mobility (12) puts on a suit of leather armour, his mobility is reduced to 9. If the character puts on a suit of plate armour, his mobility becomes 6.

A character's mobility represents the distance that the character is able to move in a round while wearing armour and carrying weapons and equipment and still be effective in that round.

Generally all movement can and should be done in relative mobility scores. However, if actual distances are needed, the mobility can be multiplied by ten to give a distance in metres.

Opening Doors

To burst open a door a character must throw his body against it hoping that his weight will snap hinges, locks, bars etc. The base% chance of bursting a door this way is calculated as follows:

Open Doors Base% = (size - 5) * 2 + strength

Depending on the type of door, number of people attempting to burst the door and the type of armour being worn this base% is modified (see the ADVENTURE ARCHIVES).

Travelling

The mobility of a creature is generally used in close encounter situations. However, when travelling across country or on roads, the tables from the ADVENTURE ARCHIVES should be consulted as a guide to distances able to be travelled.

Depending on which speed of travelling is being undertaken by foot differing amounts of travelling may be done before becoming fatigued. Similar restrictions must also be used when travelling by horse or wagon as the animals will become fatigued.

The formulas for:

1. the number of hours in each travelling period (travelling periods must be separated by six hour rests),
2. the number of periods able to be travelled without extended rest,
3. the amount of extended rest required

are as follows:

PACE	# HOURS IN EACH TRAVEL PERIOD	# PERIODS WITHOUT EXTENDED REST	HOURS OF EXTENDED REST
normal	constitution	indefinite	0
fast	constitution*2/3	constitution/3	72-3*constitution
forced	constitution/2	constitution/5	72-3*constitution

{ADVENTURE ARCHIVES, TRAVELLING}

Undead Turning

Clerics are able to turn the Undead creatures by the power of their will and the force of their god. When they leave their apprenticeship they have an initial chance of

35% to turn any creature, plus their will power; 5% for every current power point. Each creature however has a resistance of 20% per level to this turning power. When a Cleric wishes to turn undead creatures he displays his holy symbol and says some holy words hoping that his power is enough to cause the creatures to flee in terror.

Non-Cleric characters are also able to turn Undead creatures with the pure force of their will, i.e. 5% for every current power point.

Weapon Skills

All basic weapon skills are represented by a '%' value which is an indication of the chance that a character has of scoring a successful blow against an opponent. They are calculated as follows:

Weapon% = Generated% + strength + dexterity + intelligence - Weapon Skill + 20

Hands% = Generated% + intelligence + dexterity + agility - 20

Shield% = Generated% + strength + dexterity + intelligence - 20

For Weapon Skill values see the weapon list in the ADVENTURE ARCHIVES. This value represents the required level in a combination of strength, dexterity, and intelligence for normal use of the particular weapon.

GENERATING A CHARACTER

The following section details the generation of two characters, Sanbadar and Rodan.

Sanbadar

Sanbadar is a single class Warrior and rolling the generation dice thirty times yields the following initial attributes:

ROLL NUMBER. 1d6,1d100 ATTRIBUTE

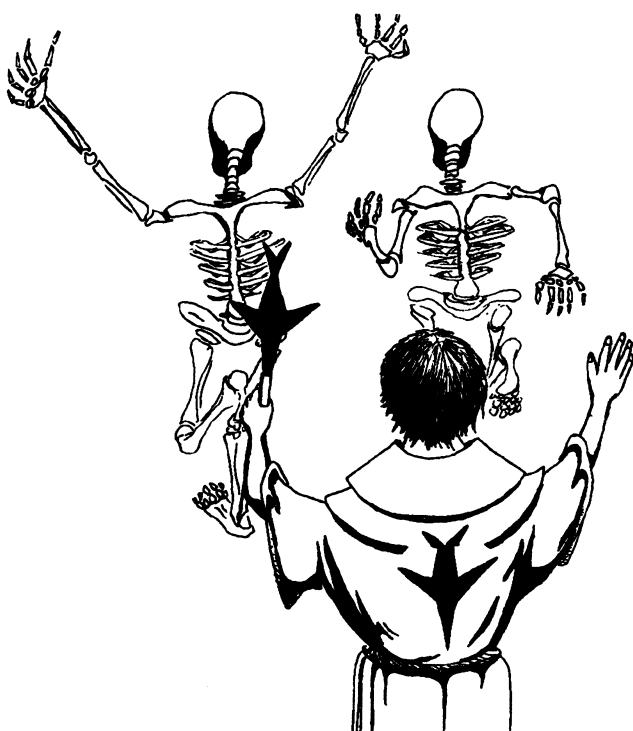
1. 1,5 Point	11. 1,35 Point	21. 4,4 Weapon 3
2. 6,7 Riding Skill	12. 6,62 Swim	22. 4,43 Weapon 3
3. 5,87 Perception	13. 5,54 Deception	23. 3,57 Weapon 2
4. 3,73 Weapon 2	14. 4,19 Weapon 3	24. 2,78 Weapon 1
5. 2,72 Weapon 1	15. 6,75 Swim	25. 5,14 Dodge
6. 2,34 Weapon 1	16. 5,59 Extra Language	26. 6,6 Riding Skill
7. 3,60 Weapon 2	17. 2,18 Weapon 1	27. 4,81 Weapon 4
8. 4,11 Weapon 3	18. 5,82 Legend Lore	28. 5,72 Gamble
9. 2,99 Weapon 2	19. 2,33 Weapon 1	29. 1,89 Weapon 1
10. 2,74 Weapon 1	20. 3,29 Weapon 2	30. 2,32 Weapon 1

The following tallies are thus accumulated:

ATTRIBUTE	TALLY	ATTRIBUTE	TALLY
Points	2	Extra Language	1
Weapon 1	8	Gamble	1
Weapon 2	5	Legend Lore	1
Weapon 3	4	Perception	1
Weapon 4	1	Riding Skill	2
Dodge	1	Swim	2
Deception	1		

Some of these tallies must now be converted as follows:

- Weapon 1 = 80%
- Weapon 2 = 50%
- Weapon 3 = 40%
- Weapon 4 = 10%



- ii. Dodge = 5%
- iv. Brawl = 1-3
- v. Climb = 45%
- vi. Deception% = 10%
- vii. Choose the extra language as Na-Goblin
- viii. First Aid% = 50%
- ix. Legend Lore% = 10%
- xii. Perception% = 10%
- xiii. Recruit% = 20%
- xviii. Survival% = 10%
- xxi. Points = 102

Strength	15	Intelligence	13
Constitution	19	Wisdom	11
Agility	13	Charisma	12
Dexterity	19		

xxii. Race = Human

xxiii. Power = 11 (4 + 4 + 3 = scores from 3d6)

xxiv. Size = 11

Sanbadar's minor attributes must be calculated also

Brigandage Abilities:

Furtive Movement% = 13 + 13 + 19 - 20 = 25%

Damage Bonus:

Damage Constant = (15 + 11) / 2 = 13

Damage Bonus = +2

Dodge:

Natural Dodge% = (10 - 11) * 5% = -5%

Melee Dodge% = 5% + 13 + 13 - 15 = 16%

Encumbrance

Encumbrance Limit = (15 + 19 + 11) / 2 rounded down
= 22

Hit Points:

Total Hit Points = 19 + (11 - 10) = 20

Body Location Hit Points:

1d100	location	H.P.
01-10	head	8
11-15	neck	7
16-30	chest	10
31-40	abdomen	9
41-50	pelvis	9
51-55 / 56-60	upper arm	8 / 8 ' / ' indicates left
61-65 / 66-70	forearm	7 / 7 or right limb,
71-75 / 76-80	hand	7 / 7 i.e. left/right
81-85 / 86-90	thigh	9 / 9
91-95 / 96-100	lower leg	8 / 8

Initial Possessions:

1d100	Item
24	8g (1d10)
87	armour, CLASS 2 - choose leather
90	roll again
34	weapon - choose long sword
68	backpack, summer bedroll, torch,
	tinderbox, water-skin
11	2g (1d10)

Karma Influence:

Karma Influence% = 19 + 13 + 11 = 43%

Mobility:

Agility = 13 giving Mobility of 12

Open Doors:

Open Doors Base% = (11 - 5) * 2 + 15 = 27%

Travel:

PACE	# HOURS IN EACH TRAVEL PERIOD	# PERIODS WITHOUT EXTENDED REST	HOURS OF EXTENDED REST
normal	19	indefinite	0
fast	12	6	15
forced	9	3	15

Weapon%

long sword = 80 + 15 + 19 + 13 - 26 + 20 = 121%

long bow = 50 + 15 + 19 + 13 - 34 + 20 = 83%

lance = 40 + 15 + 19 + 13 - 25 + 20 = 82%

dagger (throw) = 10 + 15 + 19 + 13 - 35 + 20 = 42%

shield = 0 + 15 + 19 + 13 - 20 = 27%

Rodan

Rodan is a double class character, being a major class Adept and a minor class Conjurer. His first twenty rolls of the generation dice are for his Adept class and the remaining ten for the Conjurer class.

ROLL NUMBER. 1d6, 1d100 ATTRIBUTE

1. 3,60 Weapon 2	11. 1,19 Point	21. 4,59 Manna point
2. 4,34 Hands	12. 2,39 Weapon 1	22. 2,1 Weapon 1
3. 2,74 Weapon 1	13. 3,77 Hands	23. 3,86 Manna Point
4. 1,15 Point	14. 2,69 Weapon 1	24. 1,31 Point
5. 6,10 Riding Skill	15. 6,90 Tracking	25. 4,66 Manna Point
6. 6,72 Swim	16. 5,35 Climb	26. 5,49 First Aid
7. 3,18 Weapon 2	17. 4,20 Hands	27. 6,51 Street Wise
8. 5,39 Deception	18. 1,86 Weapon 1	28. 6,57 Survival
9. 6,42 Shipwright	19. 5,29 Climb	29. 2,62 Weapon 1
10. 5,30 Climb	20. 3,72 Hands	30. 4,26 Manna Point

The following tallies are thus accumulated:

ATTRIBUTE	TALLY	ATTRIBUTE	TALLY
Points	3	First Aid	1
Weapon 1	6	Riding Skill	1
Weapon 2	2	Shipwright	1
Hands	4	Street Wise	1
Manna Point	4	Survival	1
Climb	3	Swim	1
Deception	1	Tracking	1

Some of these tallies must now be converted as follows:

- i. Weapon 1 = 60%
- Weapon 2 = 20%
- Hands = 40%
- iv. Brawl = 1-3
- v. Climb% = 110%
- vi. Deception% = 10%
- viii. First Aid% = 70%
- xiii. Recruit% = 20%
- xv. Shipwright% = 10%. Choose Galley as known vessel class.
- xvii. Street Wise% = 40%/20%
- xviii. Survival% = 40%

xix. Tracking% = 45%

xxi. Points = 103

Strength	14	Intelligence	13
Constitution	19	Wisdom	11
Agility	16	Charisma	11
Dexterity	19		

xxii. Race = Human

xxiii. Power = 10 (6,4,2 on 3d6 = 4,4,2 = 10)

xxiv. Size = 10

xxv. Manna Points = 3. Choose MANNA BOLT and lose 1 Manna Point

Rodan's minor attributes must be calculated also

Brigandage Abilities:

Furtive Movement% = $13 + 16 + 19 - 20 = 28\%$

Damage Bonus:

Damage Constant = $(14 + 10) / 2 = 12$

Damage Bonus = +1

Dodge:

Natural Dodge% = $(10 - 10) * 5\% = 0\%$

Melee Dodge% = $0 + 13 + 16 - 15 = 14\%$

Encumbrance

Encumbrance Limit = $(14 + 19 + 10) / 2$ rounded down = 21

Hit Points:

Total Hit Points = $19 + (10 - 10) = 19$

Body Location Hit Points:

1d100	location	H.P.
01-10	head	8
11-15	neck	7
16-30	chest	10
31-40	abdomen	9
41-50	pelvis	9
51-55 / 56-60	upper arm	8 / 8 '/' indicates left
61-65 / 66-70	forearm	7 / 7 or right limb,
71-75 / 76-80	hand	7 / 7 i.e. left/right
81-85 / 86-90	thigh	9 / 9
91-95 / 96-100	lower leg	8 / 8

Initial Possessions:

1d100	Item
33	weapon - choose katana
63	backpack, summer bedroll, torch, tinderbox, water-skin
15	6g (1d10)
79	winter clothes and winter bedroll
48	horse

Karma Influence:

Karma Influence% = $19 + 16 + 11 = 46\%$

Mobility:

Agility = 16 giving Mobility of 15

Open Doors:

Open Doors Base% = $(10 - 5) * 2 + 14 = 24\%$

Travel:

PACE	# HOURS IN EACH TRAVEL PERIOD	# PERIODS WITHOUT EXTENDED REST	HOURS OF EXTENDED REST
normal	19	indefinite	0
fast	12	6	15
forced	9	3	15

Weapon%

cutlass = $60 + 14 + 19 + 13 - 26 + 20 = 100\%$

light crossbow = $20 + 14 + 19 + 13 - 26 + 20 = 60\%$

hands = $40 + 13 + 19 + 16 - 20 = 68\%$

shield = $0 + 14 + 19 + 13 - 20 = 26\%$

CHARACTER GENERATION TABLES

ABILITY GENERATION TABLE - ADEPT

	1	2	3	4	5	6
01-05	Point	Weapon 1	Weapon 2	Hands	Dodge	Perception
06-10	Point	Weapon 1	Weapon 2	Hands	Dodge	Riding Skill
11-15	Point	Weapon 1	Weapon 2	Hands	Dodge	Riding Skill
16-20	Point	Weapon 1	Weapon 2	Hands	Brawl	Riding Skill
20-25	Point	Weapon 1	Weapon 2	Hands	Brawl	Riding Skill
26-30	Point	Weapon 1	Weapon 2	Hands	Climb	Riding Skill
31-35	Point	Weapon 1	Weapon 2	Hands	Climb	Riding Skill
36-40	Point	Weapon 1	Weapon 2	Hands	Deception	Sailing Skill
41-45	Point	Weapon 1	Weapon 2	Hands	Deception	Shipwright
46-50	Point	Weapon 1	Weapon 2	Hands	Extra Language	Streetwise
51-55	Point	Weapon 1	Weapon 2	Hands	First Aid	Survival
56-60	Point	Weapon 1	Weapon 2	Hands	Furtive Movement	Survival
61-65	Point	Weapon 1	Weapon 2	Hands	Furtive Movement	Swim
66-70	Point	Weapon 1	Hands	Hands	Furtive Movement	Swim
71-75	Weapon 1	Weapon 1	Hands	Hands	Furtive Movement	Swim
76-80	Weapon 1	Weapon 1	Hands	Hands	Gamble	Swim
81-85	Weapon 1	Weapon 1	Hands	Hands	Instructor	Swim
86-90	Weapon 1	Weapon 1	Hands	Hands	Leather Worker	Tracking
91-95	Weapon 1	Weapon 1	Hands	Power	Legend Lore	Trader
96-100	Weapon 1	Weapon 2	Hands	Power	Perception	Weapon Smith

ABILITY GENERATION TABLE - BEAST MASTER

	1	2	3	4	5	6
01-05	Point	Weapon 1	Weapon 2	Weapon 3	Dodge	Riding Skill
06-10	Point	Weapon 1	Weapon 2	Weapon 3	Dodge	Riding Skill
11-15	Point	Weapon 1	Weapon 2	Weapon 3	Shield	Riding Skill
16-20	Point	Weapon 1	Weapon 2	Weapon 3	Alchemy	Riding Skill
20-25	Point	Weapon 1	Weapon 2	Weapon 3	Alchemy	Sailing Skill
26-30	Point	Weapon 1	Weapon 2	Weapon 3	Brawl	Streetwise
31-35	Point	Weapon 1	Weapon 2	Weapon 3	Climb	Survival
36-40	Point	Weapon 1	Weapon 2	Weapon 3	Deception	Survival
41-45	Point	Weapon 1	Weapon 2	Weapon 3	Extra Language	Swim
46-50	Point	Weapon 1	Weapon 2	Weapon 3	Extra Language	Swim
51-55	Point	Weapon 1	Weapon 2	Weapon 3	First Aid	Swim
56-60	Point	Weapon 1	Weapon 2	Weapon 3	First Aid	Swim
61-65	Point	Weapon 1	Weapon 2	Weapon 3	Gamble	Swim
66-70	Point	Weapon 1	Weapon 2	Weapon 3	Instructor	Tracking
71-75	Weapon 1	Weapon 2	Weapon 3	Power	Leather Worker	Tracking
76-80	Weapon 1	Weapon 2	Weapon 3	Power	Legend Lore	Tracking
81-85	Weapon 1	Weapon 2	Weapon 3	Power	Legend Lore	Tracking
86-90	Weapon 1	Weapon 2	Weapon 3	Power	Perception	Tracking
91-95	Weapon 1	Weapon 2	Weapon 3	Power	Riding Skill	Tracking
96-100	Weapon 1	Weapon 2	Weapon 3	Power	Riding Skill	Weapon Smith

ABILITY GENERATION TABLE - BRIGAND

	1	2	3	4	5	6
01-05	Point	Weapon 1	Weapon 2	Weapon 4	Extra Language	Riding Skill
06-10	Point	Weapon 1	Weapon 2	Weapon 4	Extra Language	Riding Skill
11-15	Point	Weapon 1	Weapon 2	Weapon 4	First Aid	Riding Skill
16-20	Point	Weapon 1	Weapon 2	Weapon 4	Furtive Movement	Riding Skill
20-25	Point	Weapon 1	Weapon 2	Weapon 4	Furtive Movement	Sailing Skill
26-30	Point	Weapon 1	Weapon 2	Weapon 4	Furtive Movement	Shipwright
31-35	Point	Weapon 1	Weapon 2	Weapon 4	Furtive Movement	Siege Machinery
36-40	Point	Weapon 1	Weapon 2	Weapon 4	Furtive Movement	Streetwise
41-45	Point	Weapon 1	Weapon 2	Weapon 4	Furtive Movement	Streetwise
46-50	Point	Weapon 1	Weapon 3	Power	Gamble	Survival
51-55	Point	Weapon 1	Weapon 3	Dodge	Gamble	Survival
56-60	Point	Weapon 1	Weapon 3	Shield	Instructor	Swim
61-65	Point	Weapon 1	Weapon 3	Alchemy	Jeweller	Swim
66-70	Point	Weapon 1	Weapon 3	Brawl	Leather Worker	Swim
71-75	Weapon 1	Weapon 2	Weapon 3	Brawl	Legend Lore	Swim
76-80	Weapon 1	Weapon 2	Weapon 3	Climb	Perception	Swim
81-85	Weapon 1	Weapon 2	Weapon 3	Climb	Perception	Tracking
86-90	Weapon 1	Weapon 2	Weapon 3	Deception	Recruit	Tracking
91-95	Weapon 1	Weapon 2	Weapon 3	Deception	Riding Skill	Trader
96-100	Weapon 1	Weapon 2	Weapon 4	Deception	Riding Skill	Weapon Smith

ABILITY GENERATION TABLE - CLERIC

	1	2	3	4	5	6
01-05	Point	Weapon 1	Weapon 2	Manna Point	Manna Point	Riding Skill
06-10	Point	Weapon 1	Weapon 2	Manna Point	Manna Point	Riding Skill
11-15	Point	Weapon 1	Weapon 2	Manna Point	Armourer	Riding Skill
16-20	Point	Weapon 1	Weapon 2	Manna Point	Brawl	Riding Skill
20-25	Point	Weapon 1	Weapon 2	Manna Point	Climb	Riding Skill
26-30	Point	Weapon 1	Weapon 2	Manna Point	Deception	Riding Skill
31-35	Point	Weapon 1	Weapon 2	Manna Point	Extra Language	Sailing Skill
36-40	Point	Weapon 1	Weapon 2	Manna Point	Extra Language	Shipwright
41-45	Point	Weapon 1	Weapon 2	Manna Point	First Aid	Siege Machinery
46-50	Point	Weapon 1	Weapon 2	Manna Point	First Aid	Streetwise
51-55	Point	Weapon 1	Weapon 2	Manna Point	Gamble	Survival
56-60	Point	Weapon 1	Weapon 2	Manna Point	Instructor	Swim
61-65	Point	Weapon 1	Power	Manna Point	Instructor	Swim
66-70	Point	Weapon 1	Power	Manna Point	Jeweller	Swim
71-75	Weapon 1	Weapon 1	Dodge	Manna Point	Leather Worker	Swim
76-80	Weapon 1	Weapon 1	Shield	Manna Point	Legend Lore	Swim
81-85	Weapon 1	Weapon 1	Shield	Manna Point	Perception	Tracking
86-90	Weapon 1	Weapon 1	Manna Point	Manna Point	Perception	Trader
91-95	Weapon 1	Weapon 2	Manna Point	Manna Point	Recruit	Weapon Smith
96-100	Weapon 1	Weapon 2	Manna Point	Manna Point	Recruit	Weapon Smith

ABILITY GENERATION TABLE - CONJURER

	1	2	3	4	5	6
01-05	Point	Weapon 1	Weapon 2	Manna Point	Manna Point	Perception
06-10	Point	Weapon 1	Weapon 2	Manna Point	Manna Point	Riding Skill
11-15	Point	Weapon 1	Weapon 2	Manna Point	Alchemy	Riding Skill
16-20	Point	Weapon 1	Weapon 2	Manna Point	Alchemy	Riding Skill
20-25	Point	Weapon 1	Weapon 2	Manna Point	Brawl	Riding Skill
26-30	Point	Weapon 1	Weapon 2	Manna Point	Climb	Riding Skill
31-35	Point	Weapon 1	Weapon 2	Manna Point	Deception	Riding Skill
36-40	Point	Weapon 1	Weapon 2	Manna Point	Extra Language	Sailing Skill
41-45	Point	Weapon 1	Weapon 2	Manna Point	Extra Language	Shipwright
46-50	Point	Weapon 1	Power	Manna Point	First Aid	Streetwise
51-55	Point	Weapon 1	Power	Manna Point	First Aid	Streetwise
56-60	Point	Weapon 1	Dodge	Manna Point	Furtive Movement	Survival
61-65	Point	Weapon 1	Manna Point	Manna Point	Gamble	Swim
66-70	Point	Weapon 1	Manna Point	Manna Point	Instructor	Swim
71-75	Weapon 1	Weapon 2	Manna Point	Manna Point	Instructor	Swim
76-80	Weapon 1	Weapon 2	Manna Point	Manna Point	Jeweller	Swim
81-85	Weapon 1	Weapon 2	Manna Point	Manna Point	Jeweller	Swim
86-90	Weapon 1	Weapon 2	Manna Point	Manna Point	Leather Worker	Tracking
91-95	Weapon 1	Weapon 2	Manna Point	Manna Point	Legend Lore	Trader
96-100	Weapon 1	Weapon 2	Manna Point	Manna Point	Legend Lore	Weapon Smith

ABILITY GENERATION TABLE - DRUID

	1	2	3	4	5	6
01-05	Point	Weapon 1	Weapon 2	Weapon 3	Manna Point	Perception
06-10	Point	Weapon 1	Weapon 2	Power	Manna Point	Riding Skill
11-15	Point	Weapon 1	Weapon 2	Power	Manna Point	Riding Skill
16-20	Point	Weapon 1	Weapon 2	Dodge	Manna Point	Riding Skill
20-25	Point	Weapon 1	Weapon 2	Shield	Manna Point	Riding Skill
26-30	Point	Weapon 1	Weapon 2	Manna Point	Manna Point	Riding Skill
31-35	Point	Weapon 1	Weapon 2	Manna Point	Manna Point	Riding Skill
36-40	Point	Weapon 1	Weapon 2	Manna Point	Manna Point	Sailing Skill
41-45	Point	Weapon 1	Weapon 2	Manna Point	Manna Point	Shipwright
46-50	Point	Weapon 1	Weapon 2	Manna Point	Manna Point	Streetwise
51-55	Point	Weapon 1	Weapon 2	Manna Point	Brawl	Survival
56-60	Point	Weapon 1	Weapon 2	Manna Point	Climb	Swim
61-65	Point	Weapon 1	Weapon 2	Manna Point	Deception	Swim
66-70	Point	Weapon 1	Weapon 2	Manna Point	Extra Language	Swim
71-75	Weapon 1	Weapon 2	Weapon 3	Manna Point	Extra Language	Swim
76-80	Weapon 1	Weapon 2	Weapon 3	Manna Point	First Aid	Swim
81-85	Weapon 1	Weapon 2	Weapon 3	Manna Point	Gamble	Tracking
86-90	Weapon 1	Weapon 2	Weapon 3	Manna Point	Instructor	Tracking
91-95	Weapon 1	Weapon 2	Weapon 3	Manna Point	Leather Worker	Trader
96-100	Weapon 1	Weapon 2	Weapon 3	Manna Point	Legend Lore	Weapon Smith

ABILITY GENERATION TABLE - MIND MAGE

	1	2	3	4	5	6
01-05	Point	Weapon 1	Weapon 2	Manna Point	Manna Point	Perception
06-10	Point	Weapon 1	Weapon 2	Manna Point	Manna Point	Riding Skill
11-15	Point	Weapon 1	Weapon 2	Manna Point	Alchemy	Riding Skill
16-20	Point	Weapon 1	Weapon 2	Manna Point	Alchemy	Riding Skill
20-25	Point	Weapon 1	Weapon 2	Manna Point	Brawl	Riding Skill
26-30	Point	Weapon 1	Weapon 2	Manna Point	Climb	Riding Skill
31-35	Point	Weapon 1	Weapon 2	Manna Point	Deception	Riding Skill
36-40	Point	Weapon 1	Weapon 2	Manna Point	Extra Language	Sailing Skill
41-45	Point	Weapon 1	Weapon 2	Manna Point	Extra Language	Shipwright
46-50	Point	Weapon 1	Power	Manna Point	First Aid	Streetwise
51-55	Point	Weapon 1	Power	Manna Point	First Aid	Streetwise
56-60	Point	Weapon 1	Dodge	Manna Point	Furtive Movement	Survival
61-65	Point	Weapon 1	Manna Point	Manna Point	Gamble	Swim
66-70	Point	Weapon 1	Manna Point	Manna Point	Instructor	Swim
71-75	Weapon 1	Weapon 2	Manna Point	Manna Point	Instructor	Swim
76-80	Weapon 1	Weapon 2	Manna Point	Manna Point	Jeweller	Swim
81-85	Weapon 1	Weapon 2	Manna Point	Manna Point	Jeweller	Swim
86-90	Weapon 1	Weapon 2	Manna Point	Manna Point	Leather Worker	Tracking
91-95	Weapon 1	Weapon 2	Manna Point	Manna Point	Legend Lore	Trader
96-100	Weapon 1	Weapon 2	Manna Point	Manna Point	Legend Lore	Weapon Smith

ABILITY GENERATION TABLE - WARRIOR

	1	2	3	4	5	6
01-05	Point	Weapon 1	Weapon 2	Weapon 3	Weapon 4	Riding Skill
06-10	Point	Weapon 1	Weapon 2	Weapon 3	Power	Riding Skill
11-15	Point	Weapon 1	Weapon 2	Weapon 3	Dodge	Riding Skill
16-20	Point	Weapon 1	Weapon 2	Weapon 3	Dodge	Riding Skill
20-25	Point	Weapon 1	Weapon 2	Weapon 3	Shield	Riding Skill
26-30	Point	Weapon 1	Weapon 2	Weapon 3	Shield	Sailing Skill
31-35	Point	Weapon 1	Weapon 2	Weapon 3	Armourer	Shipwright
36-40	Point	Weapon 1	Weapon 2	Weapon 3	Brawl	Siege Machinery
41-45	Point	Weapon 1	Weapon 2	Weapon 3	Brawl	Siege Machinery
46-50	Point	Weapon 1	Weapon 2	Weapon 3	Climb	Streetwise
51-55	Point	Weapon 1	Weapon 2	Weapon 3	Deception	Survival
56-60	Point	Weapon 1	Weapon 2	Weapon 3	Extra Language	Swim
61-65	Point	Weapon 1	Weapon 2	Weapon 3	First Aid	Swim
66-70	Point	Weapon 1	Weapon 2	Weapon 3	Gamble	Swim
71-75	Weapon 1	Weapon 1	Weapon 2	Weapon 4	Gamble	Swim
76-80	Weapon 1	Weapon 1	Weapon 2	Weapon 4	Instructor	Swim
81-85	Weapon 1	Weapon 1	Weapon 2	Weapon 4	Legend Lore	Tracking
86-90	Weapon 1	Weapon 1	Weapon 2	Weapon 4	Perception	Trader
91-95	Weapon 1	Weapon 1	Weapon 2	Weapon 4	Recruit	Weapon Smith
96-100	Weapon 1	Weapon 2	Weapon 3	Weapon 4	Riding Skill	Weapon Smith



The

Adventure

Archives

ADVENTURING

Normally, characters undertake an adventure as a group, usually with one character for each player. Regardless of whether the characters are newly generated or seasoned campaigners, careful preparations must be made for each new adventure.

The terrain to be crossed must be considered as well as the area in which the actual adventure is to take place and equipment must be acquired accordingly. It is not usually possible to take equipment to cover all possibilities from desert travelling to climbing snow capped mountains or sailing over seas to descents into the depths of the earth. Thus all characters must plan for the known adventure as best they can. If they have little knowledge of the areas in which they intend to adventure, it may be wise to seek or buy information from others, hire a guide or men at arms, or perhaps have several inconspicuous sorties into the intended area simply to gather information.

There are many types of adventures, the following list being a brief description of only a small set with some notes as to what should be considered and prepared for.

1. Descent into the depths of a natural cavern system

a. collapsing tunnels

b. unbridged chasms

c. becoming lost

d. darkness

e. cavern denizens

f. underground lakes and rivers

g. temperature extremes, e.g. lava pits
2. Infiltration of an enemy camp and ...

a. disguise, camouflage

b. timing

c. language

d. escape routes

e. diversions

f. guards

g. camp layout
3. Venture into a cemetery or crypt

a. darkness

b. 'Holy Power', e.g. a Cleric should be in the group

c. crypt inhabitants

d. possible permanent death from power loss
4. Visit a town

a. guards

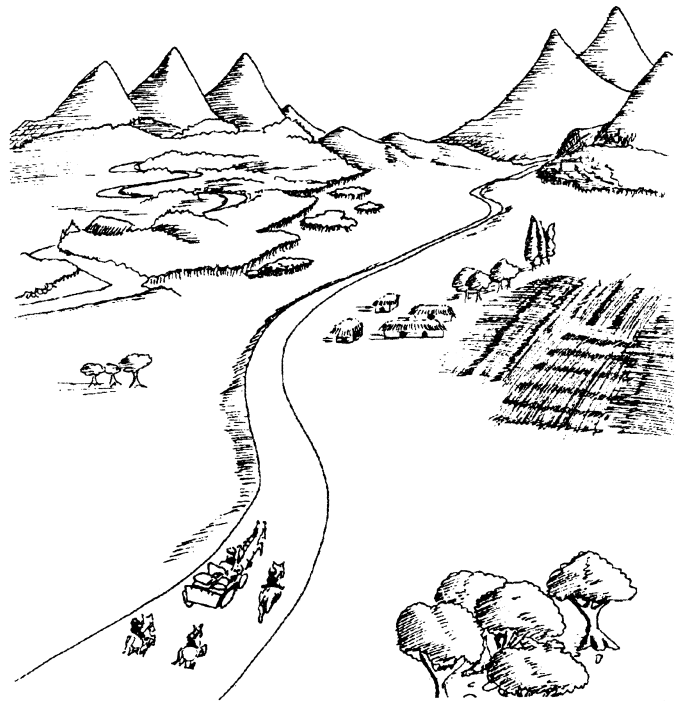
b. thieves

c. character reputation

d. political inclinations of the town's folk

One consideration that must be made for every adventure is how to remove any loot that is won. Remember, characters can only carry a limited amount.

Every adventure should also have some ultimate goal or purpose such as to rescue someone, destroy a monster that has been terrorising nearby areas, collect a magical item, loot a treasure hoard, gain information etc. The actual types of adventure and their goals are vast in number and



are left to the imagination and creative ability of the Battle Master.

Of course, to reach the location of a cave, a town, or wherever the adventure is to take place, the group of characters will usually have to travel some distance, even if it is only a short way. This travelling could be an adventure in itself as the characters travel by foot, horse, wagon, boat etc. along roads, across country, or over charted or uncharted waters. As the group progresses it will almost certainly encounter other travellers or creatures, be it merely a peasant driving his sheep to market, an ambush set by a band of Brigands, a hunting pack of wolves, or merely the sight of a giant in the far hills. The characters may then decide to pursue the giant to its lair and destroy it in the hope of experience or loot. This would be a side adventure that could have been planned and carefully instigated by the Battle Master or he may make it up quickly, merely for variety as the characters travel along.

AGE

As characters age, their bodies will usually deteriorate physically. Their minds may also fail or perhaps become more alert. There are five age groups that must be considered and each age group may affect the attributes of a character as follows:

HUMANOID AGES			
AGE GROUP	AGE BY RACE		
	Human	Elf	Dwarf
child	1-15	1-20	1-15
juvenile	16-20	21-50	16-30
adult	21-30	51-300	31-150
mature	31-45	301-550	151-300
old	46-60	550-600	301-400

AGE GROUP	MIND CHANGE		
	NO CHANGE	GROWING MIND	FAILING MIND
child	01-100		
juvenile	01-100		
adult	01-100		
mature	01-50	51-95	96-100
old	01-10	11-50	51-100

AGE GROUP	BODY CHANGE	
	NO CHANGE	FAILING BODY
child	01-100	
juvenile	01-100	
adult	01-100	
mature	01-80	81-100
old	01-40	41-100

ATTRIBUTE POINTS LOST OR GAINED

POINTS	1d100
1	01-60
2	61-90
3	91-100

When a character ages and enters a new age group he must roll against the above table to determine if any of his attributes alter. Changes in intelligence and wisdom must be determined from the mind change table and changes in strength, constitution, agility, and dexterity must be determined from the body change table. Each attribute must be determined separately and the actual amount of change determined from the fourth table. If a FAILING attribute is indicated then this number of points is lost from the attribute, whereas a GROWING attribute will increase by the generated amount.

e.g. a Human character becomes 31 years old and enters the mature age group. He rolls 1d100 for the following attributes, generating the noted scores.

Strength	55
Constitution	67
Agility	34
Dexterity	87
Intelligence	42
Wisdom	63

The only physical attribute that changes because of these rolls is the character's dexterity. He scores 44 with 1d100 for the number of attribute points lost and therefore must subtract one from his dexterity score. All abilities that rely on dexterity must then lose a proportional skill%. The character gains in wisdom by two points, 67 with 1d100, and therefore must increase all abilities that rely on wisdom by a proportional amount.

e.g. dexterity is used in all weapon skills so the character's long sword% of 250% must be reduced. The character has 20 dexterity, now 19. The amount lost is calculated as follows:

weapon%/attribute value rounded down =
 $250/20 = 12.5$, rounded down = 12

Thus, the long sword skill% becomes 238 (250-12) and the new dexterity is 19.

The character's Karma Influence would be increased by 2, one for each extra wisdom point gained.

AMBIDEXTERITY

If a character has exceptional dexterity (i.e. greater than eighteen) he is able to swap weapons from one hand to the other in combat with no penalty. The character must specify that this is going to be done before initiative is determined. The character's opponent must then successfully attempt a Karma Influence or be surprised, automatically getting a 1 for initiative for that round only. This hand swapping can be done every round but will only have a chance of surprising the opponent once when fighting creatures with an intelligence greater than eight as they will be alert to the possibility thereafter, unless steps are taken to remove the knowledge from the opponent by means of a FAILING MEMORY spell or disguise on the next meeting etc.

Characters that are ambidextrous and have learnt the TWO WEAPON ROUTINE may use one weapon in each hand with no penalty and experience gained for either hand automatically increases the skill% for the other hand. Characters that are not ambidextrous and have learnt the TWO WEAPON ROUTINE are still able to use a weapon in each hand. However, the weapon in the non-dexterous hand can not be one of those given a weapon skill% at the time of character generation and even if a similar weapon is used in the dexterous hand, each weapon% must be increased separately, using experience points gained from combat with that hand only, or general experience points.

BLINDNESS

It is possible to become blind from the effects of physical defects or injury, magic, or poison. All blind creatures that have no other sense of perception that is able to substitute for vision, are unable to coordinate their attacks against a single opponent. All weapon% are reduced to one fifth of their normal value and the creature's melee dodge will become 0% regardless of the normal dodge value. Only one effective attack will be gained per round. Blindness victims are surprised on any roll of one to four (rather than one to two). All effective movement is reduced to one fifth of the normal mobility unless the character is guided, in which case they will be reduced to half of the normal rate.

BRAWLING

When brawling, all combatants roll 1d12. If successful, i.e. the roll was within that combatant's Brawl range, then a successful punch, kick, or hold has been scored against an opponent. If a combatant has three or more successful brawl attacks scored against him in one round, then that combatant is considered to be out of the fight. Also, if a combatant has three consecutive successful brawl attacks scored against him from any single opponent, then that combatant is also considered to be out of the fight. All brawling is considered to be simultaneous, thus no initiative is rolled. It is thus possible for all combatants to be knocked out of a fight.

When brawling and melee is combined, initiative must be rolled to determine who strikes first in the round. If the



meleeing combatant wins he is allowed one attack before the brawler strikes. This attack may be the first of several in the attack sequence. Three brawl attacks are able to be executed in a round by a brawling combatant.

A character or other creature may continue in melee while being brawled by an opponent. The character has his full attack% and abilities until a successful brawl hit is scored against him. Then all skill% are reduced to one quarter of their current value until the character has no successful brawl attacks scored against him in a round. They then return to their normal values until, once again, a successful brawl attack is scored against him. The exception to this is the Adept's COMBAT ROUTINE which has no restriction in a brawl. For every three hit points that a brawling opponent has lost, he must add one to the die score when the brawl die is rolled.

CLIMBING

Climbing is the act of traversing or scaling slopes of varying gradients. The following table can be consulted for various climbing attributes.

Type of terrain	Rough	Cracked	Smooth
Gradient Angle (degrees)	70	50	30
Distance per Round	20m	10m	2m
Difficulty	0%	75%	150%
Cost of Equipment	5g	20g	75g
No Equipment Penalty	15%	50%	100%

Typical Examples:

Rough: rocky hillsides or cliff face, many limbed tree

Cracked: stone castle wall, sparsely limbed tree

Smooth: ice covered slope

Regardless of the distance travelled, at least one roll with 1d100 must be taken for all climbs unless the actual

angle of the slope is less than the gradient from the table, in which case no rolls or equipment are necessary. Otherwise, one roll must be taken each round. The actual Climbing% is determined as follows:

$$\text{Actual Climb\%} = \text{character's Climb\%} - \text{difficulty\%} - \text{no equipment penalty\%} - (\text{climb Endurance\%} * \text{hit points lost})$$

The no equipment penalty is only considered if the appropriate equipment is not used. The difficulty% listed is merely a guide to values to be used, thus, other values may be substituted at the discretion of the Battle Master.

If the climber fails an attempt in a round - not a fumble as per the COMBAT, Attack% table - then he merely makes no progress that round. If he fails in a round - a fumble as per the COMBAT, Attack% table - then he must attempt to influence his Karma. If the Karma Influence is successful he falls 2d6 metres, suffering the appropriate damage and probably making quite a noise. If the Karma Influence is unsuccessful the climber falls 6d6 metres.

COMBAT

The basic time unit in combat is referred to as a round. It is considered to be one minute. In this round, creatures are able to slash, bite, parry, feint, thrust, bludgeon, shoot etc. During a complete round of combat, although many blows will be struck and parried, only a few of these will have a chance of being an effective blow against an opponent. The number of effective blows that a creature is able to get in one round is referred to as its attack sequence. Some creatures, including newly created characters, only have one chance per round of scoring an effective blow while others have many chances in their attack sequence.

Combat actions that may be performed in a round are:

1. move
2. attack sequence
3. move and attack sequence
4. any of these three and dodge.

The combat process goes by the following sequence:

- (i) determine surprise
- (ii) determine initiative for non-surprised combatants
- (iii) conduct all attacks in initiative roll order and defences. Attacks include Undead turning, spell attacks, magical item attacks, weapon attacks, Dragon Blasts, charge attacks, moving, breaking off from combat etc. Defences include parries, dodges, Karma Influence, brace against charge attacks, breaking off from combat etc. Defences can be taken out of initiative roll order but this may prohibit an attack on the defender's turn in the case of parries and meeting charges, or breaking off from combat.
- (iv) if combat is still taking place on the next round go to step (ii).

Surprise

At the commencement of any encounter in which a surprise situation may exist, it must be determined if any of those involved are in fact surprised. Typical surprise situations include being attacked from a darkened side passage, a monster dropping from the dark heights of an underground cavern, a trusted friend suddenly attacking, walking into an ambush etc. A group or character that is determined as being surprised is caught in a situation that is unexpected and is therefore unable to react fully for a certain amount of time.

Normal surprise is determined by rolling 1d6. Any roll of a 1 or 2 indicates that the character was surprised. An invisible character will cause his opponents to be surprised on a score of 1 through to 4 (1-4). A silent character, by spell or moving furtively, will increase his chance of surprising opponents by a further 1. Thus a silent, invisible character will surprise opponents on any score of 1 to 5 from a 1d6 roll. Some monsters also increase a character's chance of being surprised, their extra abilities being included in their special surprise note.

Any character that is surprised is limited in actions for the number of rounds that the surprise dice indicates, e.g. if a character scores a 2 with 1d6, indicating that he is surprised, then he can not initiate any action for two rounds. A 1 indicates only one round of uselessness. Some abilities that are able to be learnt reduce the amount of time that a character is surprised or increase the amount of time that an opponent may be surprised.

e.g. a polar bear surprises characters usually on a 1-3 score on 1d6. Thus if a 1, 2, or 3 is rolled by the character in the possible surprise situation then the character is surprised for the number of rounds as shown for the die roll and can initiate no action.

Rodan scores a 3 with 1d6 for surprise and is therefore surprised for three rounds. He has, however, done five weeks training in the Adept skill SURPRISE GAIN and is actually surprised for only two rounds.

In any round that a character is surprised he can not attack but may parry one attack only and at half his current parry%. His Melee Dodge% is zero.

Initiative

Determining initiative is the process used to decide who goes first in a round. It is a simple process incorporating 1d6 for each creature involved and is determined at the beginning of each round for all non-surprised combatants.

Each character involved rolls 1d6, the highest score signifying choice of first turn in that round. In the case of tied scores, those involved in the tie continue rolling until one of the characters emerges a winner by rolling a higher score. A character winning initiative may choose when to take his turn, possibly allowing the loser to act first.

e.g. Sanbadar, Rodan, and Eygil have encountered two Trolls and to determine who goes first in the round they each roll 1d6 and get the following initial scores:

Eygil: 6, Rodan: 4, Troll1: 4, Troll2: 2, Sanbadar: 1

Thus after the initial roll it is determined that Eygil goes first with Sanbadar going last and Troll2 going second last. Rodan and Troll1 must roll again to determine their sequence. They both score a 3 and therefore must continue to roll. This time Troll1 scores a 1 while Rodan scores a 3. Thus it is now determined that Rodan will have his turn second while Troll1 has been relegated to the third position. The final initiative scores and positions are:

Eygil: 6, Rodan: 4/3/3, Troll1: 4/3/1, Troll2: 2, Sanbadar: 1

When large groups of forces are involved, one roll of initiative may be taken for each group, rather than individually. Major combatants should still, however, determine individual initiative scores.

A character or creature may decide to forego initiative. This is the practice of a combatant waiting to see what a creature with a lower initiative score will do. If all creatures involved decide to forego initiative then no actions take place during that round.

e.g. Eygil has his turn and casts a spell. Rodan, who scored a 4/3/3 for initiative, decides to forego his initiative, waiting to see what Sanbadar and the Trolls will do. Troll1 runs to attack Eygil and Troll2 flees. Rodan can wait until after Sanbadar has had his turn but decides, instead, to pursue Troll2, before Sanbadar has a turn.

Movement

A character may move up to his total mobility score in a round. To move and attack, however, the distance moved is restricted to one third of the total mobility value. To move and parry or move and dodge the total mobility may be utilised.

If a character is in melee and wishes to move, he may do so at one third of his mobility. He is still in melee if his opponent follows him and the direction moved can not be in the direction of battle, unless his opponent allows such, i.e. the character can not move past his opponent or other combatants unless the opponent falls back or allows the character past. The character must move along a line where there is no resistance.

When moving and fighting in a round, a character is limited as to how far and when he can move. He can not move more than one third of his mobility and this may be before or after combat in the round, not during.

At the point in a round where combat commences, a character is able to attack any and all creatures (if he has enough strikes allowed in his Attack Sequence) within ten metres without restriction by or to his mobility.

e.g. Rodan, wearing leather armour, has a mobility of 12. Thus, when fighting and moving in a round his mobility is restricted to 4. He moves ten metres up to three Goblins who are all within ten metres of each other. Being highly skilled he dispatches the Goblins. Due to his skill in the Adept COMBAT ROUTINE he has another strike remaining in his

attack sequence. No further opponents are near so he moves a further thirty metres up to another Goblin. He can not attack this Goblin but may use his fourth strike to parry a blow from the Goblin.

If a character wishes to move more than one third of his mobility when in melee he may do so. He is not able to attack in the round but may parry and dodge. If fleeing from an opponent then the opponent gets one free attack at the character - see 'Breaking Off From Combat'.

Attack

When attacking, there are five possible outcomes of each attack in the attack sequence. These are:

- a. Fumble
- b. Miss
- c. Normal Hit
- Special Hit -
 - d. Maiming Blow
 - e. Deadly Blow

The actual outcome of the attack is determined by the score of 1d100 compared to a table that cross references values generated from the Attack% formula. High scores with 1d100 will mean a fumble or miss while low rolls indicate a special hit - maiming or deadly.

A fumble represents the outcome of any of several different events such as a character tripping as he swings to attack or the blade slipping from his hand etc. A special hit represents a blow that has caught the opponent at a particular angle or with extra force from momentum etc., causing extra damage. A maiming blow causes damage that can be absorbed by the opponent's armour but a deadly blow represents a special hit that has slipped between links in the armour, negating its damage absorption ability, causing damage directly on the opponent's body.

To attack an opponent, the current attack% must be calculated. This is done as follows:

$$\text{attack\%} = \text{weapon\%} - \text{opponent's dodge\%} - (\text{endurance\%} * \text{total damage taken}) - (\text{encumbrance\%} * \text{extra encumbrance units}) + \text{power gain\%}.$$

This formula combines values that would logically affect the outcome of any attempt to attack with a weapon. These components include:

- a. how proficient the attacker is with the weapon
- b. how well the defender can avoid the blow, including the size of the defender
- c. how injured the attacker is
- d. how encumbered with gear and equipment the attacker is
- e. how determined the attacker is (power use)

The Endurance item in the formula is only used if the attacker has been injured or has been in melee for an extended period and the encumbrance item is only considered if the encumbrance limit of the character is currently exceeded. The Power Gain% is only used if

current power points are used to enhance the Attack%. Although this formula may seem fairly complex, it becomes easy to calculate after being used several times.

To determine if a hit has been successful or not, 1d100 must be rolled. A score less than or equal to the Attack% indicates a hit. However, greater than 95 on the die is always a miss while less than or equal to 5 is always a hit, regardless of the actual Attack%.

It may not be necessary to always re-calculate the actual attack%, especially when high weapon% are concerned or if no elements of the formula have changed since it was last calculated. 1d100 should first be rolled and if a value is generated that is definitely above or below the estimated attack% then the actual attack% does not need to be calculated. When a value is generated that may seem to be a close miss or is close to a deadly or maiming blow borderline, then the actual attack% should be calculated and compared to the value rolled to determine the outcome of the attack attempt.

e.g. Sanbadar has a long sword with weapon% of 121%. He has total hit points of twenty and has been hit for four hit points in total. He is using one power point against an opponent who has a melee dodge of 7% and a natural dodge of 0%. He has an intelligence of thirteen and is not overly encumbered.

$$\text{Attack\%} = 121 - 7 - (6 * 4) + 5 = 95\%.$$

He scores 80 with 1d100 and therefore hits.

The next step in the attack procedure is to determine upon which actual body location the hit occurred. The 1d100 is rolled again to determine where the hit occurred. Attackers with an intelligence above twelve can nominate a location that they are aiming to hit, however, the location must be nominated before the actual attack is attempted. These creatures must work out their hit move factor as follows:

$$\text{hit move factor (HMF)} = (\text{attack\%} - \text{attack attempt 1d100 score})$$

e.g. From the example above, Sanbadar has an intelligence of thirteen and therefore a hit move factor of 15%, i.e. $95\% - 80 = 15\%$. Characters with an intelligence of twelve or less have a HMF of 0.

Sanbadar nominates to hit the chest of his opponent, i.e. the body location 16%-30%. He rolls 1d100 and scores 32. He then adds and subtracts his HMF to this score to get the limits of his hit, i.e. 17% to 47%. If the desired location intersects this range then the hit was successful on the nominated place, so Sanbadar did hit the chest. If the desired location is completely outside the range, then the hit was upon the location indicated by the 1d100 score, i.e. the abdomen 31%-40%.

When very high attack% values are being used it is not necessary to calculate any hit move factors because the HMF will exceed 100% giving a guaranteed hit on any desired location as the valid hit range will cover all body locations.

For very good (i.e. low) attack die rolls, a special hit may occur. To determine if a special hit has been made (or a fumble) consult the following table. A special hit could be either a maiming blow or deadly blow, depending on the die roll.

ATTACK%	DEADLY BLOW	MAIMING BLOW	FUMBLE
	< =	< =	> =
5-9	0	1	96
10-14	0	2	96
15-19	0	3	96
20-24	1	4	97
25-29	1	5	97
30-34	1	6	97
35-39	1	7	97
40-44	2	8	98
45-49	2	9	98
50-54	2	10	98
55-59	2	11	98
60-64	3	12	99
65-69	3	13	99
70-74	3	14	99
75-79	3	15	99
80-84	4	16	100
85-89	4	17	100
90-94	4	18	100
95-99	4	19	100
100-104	5	20	100
105-109	5	21	100
110-114	5	22	100
115-119	5	23	100
120-124	6	24	100
			etc...

If a character rolls a very high 1d100 score, indicating a fumble, then that attack missed and the character forfeits all remaining initiative for that round and automatically gets a 1 for initiative in the next round.

Further values for the table can be generated by using the following formulas:

Deadly Blow% = Attack% / 20, rounded down

Maiming Blow% = Attack% / 5, rounded down

Fumble% = 96% + Attack% / 20, rounded down
note: fumble% never exceeds 100%

A special hit does extra damage depending on the type of weapon used, as follows:

WEAPON TYPE	Blade	Thrusting & Projectile	Blunt & Projectile
	normal damage	normal damage	normal damage
SPECIAL DAMAGE	+ normal damage	+ maximum normal damage	+ 3 * damage bonus
WEAPON EXAMPLES	sword, axe shick	bow, spear crossbow, lance	hammer staff, sling stone

Normal damage is calculated as the damage for the weapon (see the WEAPON LIST) plus the character's damage bonus. Damage bonus is not added as part of normal damage for fired projectile weapons but is considered for other weapons including hurled projectile weapons. If the weapon has a magical bonus then this is added as part of normal damage also. However, if special

magical abilities are used, such as flame, then this is not considered as part of normal damage but rather as extra damage after all normal damage has been calculated.

e.g. a +2 flaming long sword that does an extra five hit points of damage when flaming. This extra damage is added only once to the total damage rolled, i.e. the above sword on a normal hit would do '1d8 + 1 + damage bonus + 2' hit points of damage. A normal hit while the sword is flaming is '1d8 + 1 + damage bonus + 2 + 5'. A special hit would do '1d8 + 1 + damage bonus + 2 + 1d8 + 1 + damage bonus + 2'. If flaming and a special hit it would do '1d8 + 1 + damage bonus + 2 + 1d8 + 1 + damage bonus + 2 + 5'.

While armour absorbs damage from a maiming blow, deadly blow damage is done directly on the body. This represents the blow slipping through a gap in the armour etc. If a character is hit on the body location on which his shield is located then he has two sets of armour to penetrate (shield and armour) thus a deadly blow would only negate the effects of the shield while the armour effects would still be considered for damage absorption. Any other hit on the shield would cause no damage to armour or body but will cause one or two points of damage to the shield for a normal or special hit respectively. This is different from using a shield to parry.

In any round that a character is surprised he can not attack but may parry one attack only and at half his current parry%. His Melee Dodge% is zero.

Dodge

A character must use either his melee dodge or natural dodge, or both, against all attacks in a melee round. Differing attack types use the following types of dodge:

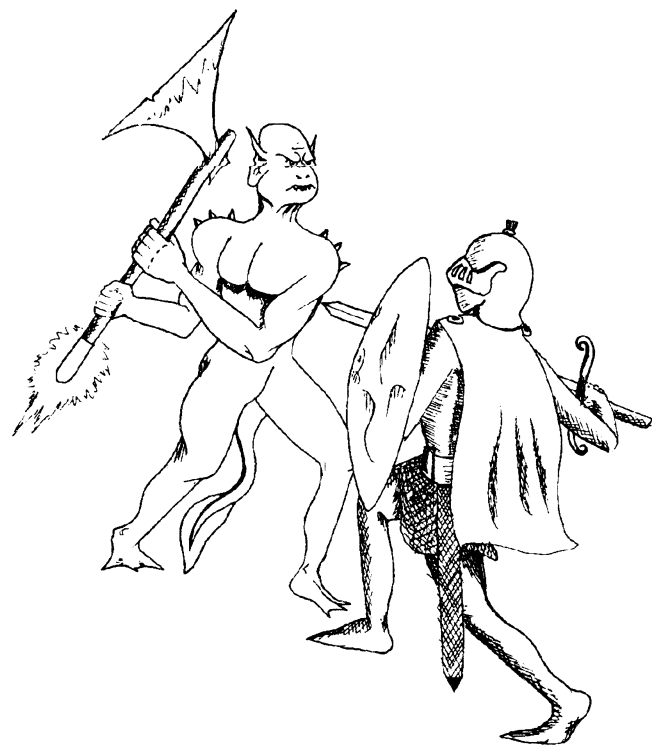
ATTACK TYPE	DODGE USED
melee	natural dodge + melee dodge
slow projectile	natural dodge + (melee dodge / 2 rounded down)
fast projectile	natural dodge
surprised	natural dodge

An Adept may be able to use more of his melee dodge against missile fire if he has done appropriate training.

To dodge, the character subtracts his Dodge% that is used from the attacker's weapon% (the attacker's power gain%, endurance% and encumbrance% must also be considered) to determine the actual attack%. Note that if the dodge% used is negative then it will increase the attacker's attack%.

Parry

Parrying is the art of negating an opponent's blow in melee. Typically it takes the form of a blow being blocked by a weapon. This, however, is a very restricted view of parrying. A parry may actually involve one or more activities that result in the negation or avoidance of an impending blow. These activities include the direct blocking of a blow,



the fending off or turning aside of a blow or some action against the creature that is striking, such as a blow to the arm, body or leg that will cause the attacker to lose balance, effectively negating the blow. This process, however, could become difficult to utilise as a method for parrying within combat so all these types of parries are deemed to be included in the single type that will be used, i.e. a simple weapon block.

Depending on the amount of damage able to be done by both the parrying and attacking weapons, it may be necessary to successfully parry a blow more than once to avoid the consequences. This is to simulate the fact that it is very difficult to parry a Titan's sword with a dagger etc.

The PARRY FACTOR (PF) of the attacking weapon is first calculated. The blow from this attacking weapon must be met by a parrying weapon or weapons with a combined PF equal to or greater than that of the attacking weapon.

e.g. a great sword has a PF of 2 and a long sword a PF of only 1. Thus, the great sword blow could not be parried by a single parry from a long sword. However, if a character wields a long sword in one hand and a dagger (PF = 1) in the other, then one parry from each weapon can be used to negate the great sword blow. The great sword could also be blocked by a single parry from another great sword, two parries from a medium shield, or one parry from a large shield.

If any parry fails, either the long sword or the dagger in the above example, then the entire parry attempt is unsuccessful and the success of the attacking blow is determined. If an attempt to parry is being made then all parries required must be determined, regardless of whether any miss or not.

e.g. If the long sword and dagger are being used to parry the great sword, then the outcome of both

the long sword and dagger parries must be determined. The first parry, with the long sword, fails, indicating that the great sword blow will not be negated. The dagger parry must also be determined as it may result in a fumble, indicating reduced initiative. It can not be diverted from a parry to an attack as it was already committed to a parry strike.

No more parries than the required PF can be used to parry a blow.

e.g. A dagger can give two strikes in a round. The first parry of the great sword blow, by the long sword, is successful. The second parry of the great sword, by the dagger, is unsuccessful. The second strike of the dagger can not be used to try to parry the great sword as the required two PFs have already been attempted.

A high PF for a single weapon can not be divided to gain more parries than allowed by the Attack Sequence.

e.g. A character has only one strike allowed with a great sword in his Attack Sequence. Thus, it can be used to parry only one dagger (PF = 1) thrust, not two. If two great sword strikes are allowed then each dagger thrust could be parried.

PARRY DAMAGE	PARRY FACTOR
1-15	1
16-25	2
26-35	3
36-45	4
46->	5

The damage used to compare to this table is calculated as the maximum Weapon Damage plus the damage bonus of the wielder. Magical and other bonuses are not considered. A normal charging lance (mounted) and other similar attacks with a large momentum behind them, e.g. a trample or charge from an elephant, can only be parried by a successful parry attempt with a large shield. They can not be parried with a weapon.

	SHIELD PARRIES		
	PARRY FACTOR	PARRIES PER ROUND	SHIELD% PENALTY
small	1	1	
medium	1	2	-10%
large	2	2	-25%

e.g. Sanbadar carries a medium shield, allowing two parries, each of PF = 1. He also wields a long sword with which he is able to attempt two strikes per round (fourteen weeks training with the DOUBLE ROUTINE). Thus, with these weapons he is able to get up to four parries, each of PF = 1, in his attack sequence or two parries and two attacks or some other combination but never more than two attacks. If he was about to be struck by a weapon which had a parry damage in excess of 45 hit points then he would be unable to parry it as five PFs are required and he has only four, therefore it would be futile even to attempt a parry. However, if he was attacked by an opponent wielding a Great Sword with a Damage Bonus of 4, giving a parry damage of 20 hit points and PF = 2, then he could

use his two shield parries to parry the blow and still use his sword to attack twice.

A weapon's parry% is the same as the attack% for the weapon and the same table is used to determine success; possibly scoring a special parry. When a shield is used to parry, it sustains no damage from a normal hit and one hit point from a special blow, no damage goes through the shield onto the armour or body. When a normal blow is parried, the parrying weapon takes no damage. Parrying a special blow will cause damage to the parrying weapon of one more than the damage bonus of the attacker. A special parry will reduce the amount of damage taken by the parrying weapon by 2 and cause 1 hit point of damage to the attacking weapon.

	DAMAGE TAKEN BY PARRYING WEAPON	ATTACKING WEAPON
Normal Attack	0	0
Special Attack	1 + DB	0
Special Parry	-2	1

DB = Damage Bonus of attacker.

Parrying with a shield does not restrict the attack sequence of a character. Both a shield and weapons may be used to parry attacks in a round if the character wishes.

If a weapon is used to parry it may not be used to attack and vice versa unless the parrying character is allowed more than one strike in his attack sequence.

e.g. Rodan is wielding a Cutlass in each hand (after studying the TWO WEAPON ROUTINE) giving him two strikes in his attack sequence. He wins initiative and hits twice. He is not able to parry any blows against him with his weapon. If he decided to attack only once then the second strike of the attack sequence may be used to parry a blow on his opponent's turn. If Rodan had lost initiative then he could have parried up to two blows aimed at him on his opponent's turn. If he did parry twice, then, when it was his turn, he could not attack because all strikes in his attack sequence had been used to parry.

A character may parry only one attack in any round in which he is surprised and at half the current parry%.

Any creature that has an intelligence of less than eight can not parry with a weapon. This includes natural weapons such as claws or bites. However, this limitation does not apply to items specifically designed to parry, e.g. shields.

Missile Fire

When firing or hurling missiles there are many factors which must be considered, as follows:

- 1. size of target, natural dodge
- 2. amount of target able to be hit
- 3. movement of target
- 4. melee dodge of target, if a slow hurled missile
- 5. awareness of target
- 6. distance to target

When the target of a missile attack, all these factors are combined to give one dodge value against the attack.

- 1. Natural dodge is always considered.
- 2. The amount of the target able to be hit is always considered.

e.g. Rodan (size 10) is standing behind a barrier that rises to his abdomen, leaving less than half of the character open to be hit (i.e. 4 size points, a reduction of 6 size points). Thus an extra 30% dodge must be incorporated, 5% for every size point hidden. This figure can never exceed 70%, for example, if an ancient Sand Dragon (size 30) is hidden so that only 1 size point of it is showing, then, even though 29 size points are hidden (145%) only 70% of this is allowed as dodge against any missiles. As well as this extra dodge%, if the body location that is actually hit is covered, then the hit missed the target and hit the cover instead. Hit Move Factors are allowed.

- 3. The movement of a desired target must be considered. If the target is moving directly towards or away from the firer then no extra dodge is allowed. If the target is moving at right angles to the direction the firer is shooting, then 5% for every mobility point that is being used by the target, is gained. Angles in between would be calculated proportionally, e.g. a target moving at 45% away from or towards the firer would be allowed 5% dodge for every 2 mobility points being used. Generally, the following simple table can be used.

TARGET/FIRER ANGLE	EXTRA DODGE
60 to 90 degrees	5%/mobility point used
30 to 60 degrees	5%/2 mobility points used
0 to 30 degrees	0%

- 4. If the character is a target of a slow projectile, then he may include half his melee dodge in his dodge%.
- 5. If the character is unaware of any attack, then no melee dodge can be used.
- 6. There are four general ranges for projectile weapons that will affect the dodge of the target as follows:

RANGE TARGET	DODGE MODIFIER
close, 30m	0%
short, 60m	+ 10%
medium, 90m	+ 20%
long, 120m	+ 30%

A non-loaded projectile weapon can not be used by any combatant once engaged in melee. Also, restrictions apply when firing at creatures that are in melee. The Attack% for the projectile weapon being used is reduced to half of its current value and if the shot misses the desired target there is a 10% chance that one of the other meleeing creatures, chosen at random, will be hit. If another creature is hit the attack is re-rolled at half of the current Attack% of the firer and fumbled or missed attacks are ignored. Deadly and maiming blows are considered.

If a character is holding a creature at bay with a projectile weapon, e.g. a loaded crossbow within two metres, then the character gains a score of 6 for initiative against this creature. He may fire the bow with an increased Attack% of + 25% and all missed, normal, or special hits are considered as special hits.

If firing at targets that are in or under water then reduced Skill% may apply, as per the following table:

DEPTH IN WATER	REDUCED SKILL%
on surface	no reduction
< = one metre	skill%/2
> one metre	can not be hit

Any normal hand missile that is fired or hurled is considered to become lost or broken such that it can no longer be used. Magical missiles may become lost if they miss their target but may be retrieved if they hit their target as they do not break if they are successful with a Karma Influence attempt.

Number Of Opponents

To determine how many creatures can attack another creature in melee, the size of all combatants involved must be considered. The following table can be used to determine the possible number of attackers, depending on how many available attack directions exist.

open attack directions	8	7,6	5,4	3,2,1
a. total number of attackers never less than	2	1	1	1
b. total size of attackers never more than	4*SZ	3*SZ	2*SZ	SZ
c. total number of attackers never more than	1.5*SZ	SZ	0.5*SZ	0.3*SZ

SZ = size of defender

To determine the allowed number of attackers, firstly look at item (a). Regardless of the size of the attackers or defender (items b. and c.) this number of attackers can always strike at the defender. Item (b) is then used to determine the maximum allowable combined size of all attackers. Item (c) determines the maximum number of creatures able to attack. If item (a) allows a number of creatures greater than items (b) or (c) then the figure from item (a) is used, otherwise the fewer number of creatures from items (b) and (c) is used.

Armour

Each body location has a section of armour associated with it. The various armour types are able to absorb hit points as shown below. As the armour gets hit, however, it becomes damaged and thus is not able to absorb as much. Armour types are divided into three classes as follows with the time taken to don or remove a suit of each type noted also.

A character can wear armour that ranges in size from one size point below the character's size to one point above the character's size, i.e. a range of three size points centred around the size of the character.

CLASS 1

- Cloth: 10, specially treated cloth (2 rounds)
- Strapped: 20, cloth armour with leather straps in particularly vital or vulnerable areas (5 rounds)
- Slatted: 30, wooden or bamboo slats, tubes, and plates (5 rounds)

CLASS 2

- Leather: 40, special toughened leather (4 rounds)
- Studded Leather: 50, leather armour with metal studs (4 rounds)
- Ring Mail: 60, metal rings attached to a soft leather suit (5 rounds)
- Scale Mail: 70, small thin metal plates attached to a soft leather suit (5 rounds)

CLASS 3

- Chain Mail: 80, intermeshed fine chain links (3 rounds)
- Plate Mail: 90, metal plates strapped and buckled over the body (8 rounds)
- Plate Armour: 100, fully interlocking metal plates (5 rounds)

SHIELDS

	H.P. WOODEN	H.P. METAL	BODY LOCATIONS COVERED
small	15	30	forearm
medium	20	40	forearm & hand
large	30	60	forearm, hand, & upper arm

When using a two handed weapon, a shield cannot be used to parry if the weapon is used to attack or parry. Also, only a small shield can be worn with a weapon of this type.

Regardless of the type of helm worn (head armour), it can never absorb more than seventy hit points (magical bonuses will increase this). This restriction is due to the construction constraints involved when manufacturing the helm that must be stable, not too heavy, generally unsupported by other armour, and the wearer must be able to see out of it.

Individual metal plates worn on forearms etc. are considered to be plate mail rather than plate armour as plate armour gains its extra absorption from being interlocked with adjacent pieces of armour.

To calculate the amount of damage able to be absorbed by a piece of armour, use the following formula:

Damage absorbed = armour points / 10 rounded down.

e.g. a new piece of plate armour gets hit for 7 points. Damage absorbed = 100/10 = 10 thus the armour can absorb up to ten points and the body is saved from damage and that piece of armour then has only 93 points left (100 - 7).

Another example with damaged plate armour -- only 63 points left. That section gets hit for 9 points. The armour can absorb 6 points (63/10 rounded down) so the body in that section loses three hit

points as does the character's total hit points value. The armour drops to 57 and then absorbs 5 hit points next round (57/10 rounded down = 5).

Depending on the class of armour chosen, the character's mobility may be decreased. Regardless of the state of repair of a suit of armour, it will always absorb at least one hit point of damage.

In some circumstances it is possible to wear two forms of armour at once. For example, a creature with naturally tough hide such as a Hill Giant may wear leather armour - giving it two sets of armour that must be penetrated. Similarly, the Druid spell TREE FLESH will provide this second armour. On a normal or maiming blow both of these armours must be penetrated before damage is done on the body of the victim. A deadly blow will negate the outermost layer of armour.

Magical armour is treated as one class below a normal suit of armour of the same type. This has an effect on situations that involve attributes or abilities such as mobility and swimming etc.

Effects of Armour Against Some Spells and Elements

When a creature is the victim of a spell such as a FIRE BURST or ICE JAVELIN or the fire of a Dragon Blast, then the victim's armour will absorb its fullest potential of the damage. The armour is damaged by this amount on every body location unless magical, in which case a Karma Influence attempt is rolled for the armour to see if it was damaged or not, i.e. if a character is wearing plate armour, regardless of how damaged the armour is, it will absorb ten points of damage on every piece (magical armour would absorb more and may not itself be damaged). Thus the damage done on the body of the victim will be reduced by ten points. This damage will be taken off the victim's total hit points rather than off each body location. A successful Karma Influence will reduce by half the damage caused by some spells. This is done prior to armour absorption of the damage.

Drawing A Weapon

When any creature wishes to draw a weapon or discard one weapon and draw another the creature may be limited as to other actions that can be performed. This limitation rises from the amount of time taken to draw the weapon, perhaps taking it from a pack or from a sheath strapped across his back etc., and then taking up a combat ready stance.

Three classes of objects must be considered, IN HAND, READILY AVAILABLE and STOWED. An IN HAND object is considered to be one actually carried in one or both hands at the time of initiative determination. A READILY AVAILABLE object is one that can be quickly accessed and become an IN HAND object. A STOWED object is any other item which is packed. The number of objects that can be READILY AVAILABLE at any one time is one for each hand and the contents of the character's pouch that is not considered for encumbrance purposes. The number of objects that can be considered IN HAND at any one time

is limited to one for each hand. All objects that are not IN HAND or READILY AVAILABLE are considered STOWED. Depending on the availability of the object that is to be drawn the character's initiative score must be modified from the following table:

INITIATIVE MODIFICATION		
OBJECT AVAILABILITY	IN MELEE	NOT IN MELEE
in hand	-0	-0
readily available (a)	-3	-0
readily available (b)	-6	-3
stowed	no initiative	-6

The table entry **readily available (a)** is for drawing READILY AVAILABLE weapons when no other objects are IN HAND. The entry **readily available (b)** is for drawing READILY AVAILABLE weapons when other objects are being held, i.e. IN HAND

e.g. For a period of time Sanbadar nominates that his long sword and shield will be READILY AVAILABLE as is a potion that he carries in his pouch. He is not actually carrying anything thus no objects are IN HAND. His bow is strapped to his pack and is thus STOWED. Suddenly he is attacked by several Goblins firing light crossbows from a range of ninety metres and initiative must be determined. Sanbadar decides to use his bow which is STOWED. He is not in melee at that time therefore must subtract 6 from his initiative score before he is able to fire his bow. His shield and sword remain READILY AVAILABLE as does his potion. Several of the Goblins rush up to Sanbadar and attack him with short swords, putting him in a melee situation. Sanbadar wishes to defend himself with his sword and shield and so he must swap them for the bow and arrows which are IN HAND, thus he must subtract 6 from his initiative score before he can use his sword and shield. The bow and arrows become READILY AVAILABLE.

If a character is ambidextrous and can draw more than one object or weapon then the initiative penalty imposed is that for the least accessible object. If a character is able to utilise the Adept ability QUICK DRAW then if the only weapons or objects being drawn are by the QUICK DRAW then no penalty applies to any READILY AVAILABLE objects regardless of any IN HAND objects.

If IN HAND objects are simply discarded, i.e. thrown to the ground, in favour of READILY AVAILABLE objects then **readily available (a)** from the table is used rather than **readily available (b)**.

Charge

A character may charge into combat if beginning from twenty metres or more away from his intended victim. This distance is necessary to build up enough speed to perform an effective charge. When charging, the character has no melee dodge, an extra 20% chance of a successful hit and adds one extra damage bonus into his normal damage.

The character may move his total mobility score when charging and still gain a hit. Regardless of the number of

strikes in the character's attack sequence, only one attack is allowed when charging and the character can only parry if using a shield also. Only blade, blunt, or thrusting weapons can be used in a charge.

If the charge does not kill the opponent, the character will be involved in combat this round if the character won initiative, or next round if the character lost initiative.

Any charge, including mounted charges, may be met by an opponent who braces a weapon such as a spear or javelin. In this case the longer weapon will strike first, with its natural attack% for the charging weapon, or in the case of the braced weapon, 95% or the natural attack% for that weapon, whichever is lower. If the combatant with the shorter weapon is alive then he may roll his hit determination and damage. This concludes this round of combat for these two combatants irrespective of initiative scores. A weapon braced against a charge will also add one extra damage bonus into normal damage.

Mounted Combat

It is assumed that every character is able to ride a horse. However, unless the character has a score above zero in his RIDING SKILL, that character will not be able to remain mounted in combat. The first time the character is hit, whether taking damage or not, the character will fall. If a character has riding skill, then there is a much less chance of that character falling. Also he may only fall if actually taking damage, i.e. a hit that does not cause hit points to the body will not cause the character to fall from his mount.

To determine if a character has fallen, every time his body takes damage, roll the die determined from the table below. If a 1 is rolled then the character falls.

RIDING SKILL	DIE ROLLED
1	1d4
2	1d6
3	1d8
4	1d10
5	1d12
6	1d20

A character must fall, however, regardless of the die roll, if any body location is reduced to zero or below, excepting the six arm locations. These must be severed before a character must fall.

Also, with a riding skill of five or six, a character is able to ride and control his mount with leg control, leaving his hands free to use two weapons, cast spells, fire arrows etc. To do this, however, the horse must have at least average intelligence and be of a co-operative temperament. With a lower riding skill only one single handed weapon may be used, or one shield. If a warhorse is being ridden, then, due to the training of the horse, the rider is free to use both his hands in melee if his riding skill is three or more. Also, the rider may use his horse to attack but this limits his own attack sequence to one single strike - an attack or parry.

When a character is in mounted combat he has no melee dodge. Normal Attack% occur when fighting mounted opponents but against a footman the mounted character has a +20% chance of scoring a successful hit while the non-mounted combatant has only half of his normal Melee Dodge% and -20% chance to gain a

successful hit. Also, against non-mounted opponents, the rider gains a +1 on his initiative roll.

When charging into combat while mounted, the charge must start at least forty metres in a direct line from the intended opponent. If the character is not knocked from his mount at the point of contact by his opponent the charge will end twenty metres past the point of contact rather than the remaining mobility of his mount due to the time and loss of momentum in the actual attack. On a mounted charge, the charging character will add five hit points into normal damage unless a lance, the ideal weapon for a mounted charge, is being used, in which case ten extra hit points, not five, will be included in normal damage.

Magical Combat

Any character with magical ability may, on his turn, cast a spell, rather than utilise his attack sequence. This can only be done, however, if the character has not taken physical or mental damage in that round prior to casting the spell. All spells, unless noted otherwise, are assumed to take effect almost immediately they are cast. Also, in any round that the spell caster is required to maintain concentration on a spell, and is injured, concentration is broken for that round.

Magical items such as rings, wands etc. may be used on a character's turn instead of the character's attack sequence.

Undead Turning

Both Clerics and non-Clerics are able to attempt to turn Undead. The success chance for a non-Cleric is 5% for each current power point. Power points are not actually used. A Cleric's Undead Turning% is his current Undead Turning% (initial base 35% plus any extra skill% gained from experience) and 5% for every current power point.

When this form of combat is attempted, the Cleric steps forward, displaying his holy/unholy symbol and says some brief but powerful prayers. He rolls 1d10 to see how many undead creatures will be affected in that round and then attempts to turn them by rolling 1d100. If the score is less than or equal to the Cleric's Turning% minus the Undead resistance, then the number of Undead indicated by the 1d10 score will avoid the Cleric at all costs and remain at least twenty metres from the Cleric. If a special turning (maiming blow as per the COMBAT Attack table) is rolled then the Undead will flee in terror of the Cleric. If they are unable to flee they will cower as far as possible from the Cleric. If they are attacked while cowering they are able to defend themselves unless the Cleric is within ten metres, in which case they are defenseless. If a special turning (deadly blow as per the COMBAT Attack table) is rolled then there are two possible outcomes. Firstly, the Cleric may destroy the Undead with his power, banishing them forever, or secondly, if the Cleric has more than six bad marks (see Karma) then he can control the creatures. If the die roll is a fumble as indicated by the attack table, then the Undead will immediately turn and attack the Cleric. If the Cleric fails in his attempt to turn the Undead then the creatures attempted (indicated by the 1d10) can not be

turned again. Another set of Undead, however, can be turned.

e.g. Pandora and her group are confronted by nine Ghosts (level five) that have a resistance of 100% ($5 * 20\%$). She rolls 1d10 and scores 4, indicating that four of the Ghosts can be turned this round. She has a Turning% of 155% (base 35% + 70% from experience points + 50%, $5\% * 10$ current power points) thus the required% is 55% (Cleric's% - resistance%). She scores 43 with 1d100 causing the four Ghosts to move away from her. Next round Pandora scores 2 on the 1d10. She also scores 2 with 1d100 and destroys the two Ghosts indicated (a special roll, deadly). There are now only three Ghosts in a position to attack her. Next round she again scores a 2 with the 1d10 but scores 87 with 1d100, thus these two Ghosts are still able to attack her. Next round Pandora scores a 7 with the 1d10 but seeing that only three Ghosts are still present and two of these were subjected to a failed turning attempt, only one Ghost can be turned this time. She scores 100, indicating a fumble. This Ghost will attack her, ignoring any other characters that may be in the group.

Breaking Off From Combat

If a character's initiative score is more than three greater than his opponent's score then the character may break from the melee and move any distance up to his mobility score, away from his opponent. The opponent will lose any remaining initiative against the character but may attack other combatants, if its attack sequence or available movement has not been fully utilised, or pursue on the next round. If the Warrior ability WEAPON THROW is known then it can also be employed to break freely from combat. Opponents may pursue on the next round.

In other circumstances, if a character wishes to flee from combat he must turn and run allowing his current opponents a free attack at his back. This is one free attack, not an attack sequence, and is allowed regardless of whether the opponent has attacked previously in the round or not. This one attack can not be parried or dodged.

DEAFNESS

A creature may be rendered deaf from the effects of magic, poison and physical defects or damage. Any deaf creature will suffer from disorientation and be unable to normally detect creatures that are behind them. All rolls of surprise will be from one to three (rather than one to two). All weapon% will be reduced by one quarter. All deaf creatures will find it difficult to modulate their voice levels and thus will speak 50% louder than intended unless a successful Karma Influence is made. The attempt must be taken every time the character speaks while in a situation where louder than intended noise could affect the outcome.

DEATH

When a character is killed it usually means the end of life for that character. However, there are several ways for life to continue. A RESURRECTION spell may be used to bring the character back to life or if the character was a villain or martyr then it is possible - at the discretion of the Battle Master - for that character to continue in some supernatural form.

Whenever a character is killed he must subtract 1 from his total power points and consequently from current power points also. This will then give a lesser number of power points available to be used as the number of current power points can never normally be higher than the total power points. When, due to many deaths, a character's total power points reaches zero he is unable to be resurrected in any form, as all his life force has been dispersed across the Worlds of Experience.

The sacrifice of good Karma marks may also allow characters to survive an otherwise fatal blow etc. This conversion of Karma for life is always at the discretion of the Battle Master.

DISEASES

Disease not only affects a creature's hit points but also its constitution points. These lost constitution points, as with all attribute points, can be regained at the rate of two per week. Diseases are divided into three classes: mild, serious and fatal. Mild diseases are able to kill the weak, old or very young but have little effect elsewhere. Serious diseases are able to kill the weaker 30% of any population. While the weaker 80% of a population can be killed by a fatal disease.

Unless otherwise stated in an adventure scenario, diseases can be contracted normally when a character is in a disease contaminated area or has suffered from many physical wounds. Generally, a Karma Influence attempt is allowed to avoid catching a disease.

A disease can be randomly generated using 1d100:

01-65: mild disease

66-95: serious disease

96-100: fatal disease

The effects of each disease class are:

MILD: one hit point and one constitution point each day for 1d6 days, e.g. flu, fever etc.

SERIOUS: one hit point and one constitution point each day for 2d6 days, e.g. hepatitis, pneumonia etc.

FATAL: one hit point and one constitution point each day for 4d6 days, e.g. bubonic plague etc.

During a disease's duration a character has no regenerative abilities, either from exceptional constitution or the natural healing process and has all his abilities reduced to nil, one quarter, or one half for a fatal, serious, or mild disease respectively.

ENCUMBRANCE

A character is able to carry equipment and supplies up to a certain encumbrance level before he becomes hindered by this excess baggage. This encumbrance limit is determined as one of the minor character attributes during character generation.



There are several items which are not included in any encumbrance limits. These are one standard item for each hand, such as a sword and shield, a lantern and sword, a bow and quiver of arrows (although only one arrow is used at a time), or a two handed weapon etc. Also, not included is the set of armour being worn, regardless of the type of armour. The standard clothes that the character wears are also not included. These clothes comprise trousers, shirt, boots, belt and one pouch which can carry up to one encumbrance unit of items without any inclusion in the encumbrance limit. All other items carried must be included in the encumbrance limit of the character. Once this encumbrance limit is reached the character is hindered in all abilities in a similar fashion as to endurance (see the attack% determination formula for the incorporation of the encumbrance limit penalty into combat).

The encumbrance limit of a character, i.e. the amount of equipment, excluding those items listed previously, that can be carried by the character without interference to any of his abilities, is calculated as follows:

$$\text{Encumbrance Limit} = (\text{Strength} + \text{Constitution} + \text{Size}) / 2, \text{ rounded down}$$

The encumbrance% penalty is calculated similarly to the character's endurance% as follows:

$$\text{Encumbrance\%} = (\text{ability\%} / \text{Encumbrance Limit}), \text{ rounded down}$$

This encumbrance% is different for every skill% ability.

An encumbrance penalty occurs when a character carries more than his normal encumbrance limit. When this occurs the character loses one mobility point for every two encumbrance units extra that are carried and, for every extra unit carried, an Encumbrance% penalty is subtracted from all skill% abilities that is proportional to the skill% for that ability.

e.g. Rodan has the following attributes: strength 14, size 10, constitution 19, no armour, mobility 15, cutlass 100%

encumbrance limit 21, $(14 + 10 + 19 = 43. 43/2 = 21 \frac{1}{2} \text{ becomes } 21)$

carrying 29 units, i.e. an extra 8 units

mobility becomes eleven from fifteen $(8/2 = 4)$

Encumbrance% for the cutlass is $100/21$, i.e. the weapon% divided by the encumbrance limit. This figure is rounded down giving, in this case, an encumbrance% of 4%. Thus for every extra unit of encumbrance Rodan loses 4% from his cutlass%. In this case the amount lost is 32% (8 extra units) giving a cutlass% of 68%.

ENCUMBRANCE OF STANDARD ITEMS

ITEM	ENCUMBRANCE VALUE
back pack	1/20
bedroll	2
summer	4
winter	2
bridle and harness	.1
candle	1/2
chest	2/10
small	5/20
medium	
large	
climbing gear	
rough	2
cracked	3
smooth	4
cloak	1
summer	2
winter	
clothing - shirt, trousers, boots, belt, pouch	
summer	2
winter	4
cooking utensils	3
flask	.5
0.5 litre	1
1 litre	
food	.5
1 day	
grappling hook	3
iron spike	.2
lantern	3
mirror	.5
small	.2
potion	.1/5
pouch	.5/1
small	1
large	.1/5
rope	.5/15
sack	8
per ten metres	1
saddle	2
scroll case, up to five spells	8
tent	25
2 man	1
4 man	1
10 man	3
tinderbox	1
torch	1
tools	3
armourer	1
lock pick	1
trap negation	.5
wand, small rod	1
water skin	1
2 litres	
coinage	1
100 coins	
gems	1
10000 gold coins value	
jewellery	1
5000 gold coins value	

Any single piece of armour is considered to be 10% of the total armour encumbrance value for that type of armour.

Armour	cloth	2
	strapped	4
	slatted	6
	leather	8
	studded leather	10
	ring	12
	scale	14
	chain	16
	plate mail	18
	plate armour	20

Shield	wooden - small	2
	wooden - medium	3
	wooden - large	5
	metal - small	4
	metal - medium	6
	metal - large	8
	bladed - large	12

WEAPON ENCUMBRANCE WEAPON ENCUMBRANCE

Ag-Shar	8	Lance	8
Axe, Battle	4	Mace, Heavy	6
Axe, Great	6	Mace, Light	4
Axe, Throw	2	Morning Star	4
Bokken	4	Nunchaku	1
Bow, Long	3	Pole Arm	8
Bow, Short	3	Rapier	3
Claw Blade	.5	Scimitar	6
Club	4	Shick	6
Crescent Moon	1	Sickle	4
Crossbow, Heavy	6	Skewer	4
Crossbow, Light	4	Sling, Normal	.5
Cudgel	3	Sling, Staff	2
Cutlass	4	Spear, Long	6
Dagger	1	Staff, Moon	7
Dart	.2	Staff, Normal	5
Dirk	1	Staff, Quarter	5
Flail, Grain	2	Star	.2
Flail, War	4	Sword, Great	7
Fork, Barbed	4	Sword, Long	5
Fork, Normal	4	Sword, Short	4
Hammer, War	6	Trident, Long	6
Javelin	4	Trident, Short	4
Katana	4	Whip, Long	1
Krull	1		

Quiver, 20 arrows or bolts 2

The encumbrance of magical items is considered to be fifty percent of the encumbrance of a normal item of the same size and type.

EXPERIENCE POINTS

Experience points are what is used to increase the abilities of a character. Depending on the ability wishing to be increased, the experience points are converted into ability points or skill% at different rates. Experience points are generally awarded for successful completion of certain activities, e.g. a successful damaging hit, a successfully cast spell, a successful attempt at moving furtively etc. They can also be awarded at the discretion of the Battle Master for the completion of a particularly hazardous or tricky task or adventure. Wise use of magical items also deserves an awarded number of experience points. These bonus experience points may be used to increase any ability within the Battle Master's limits.

Magic

Experience points gained for the casting of magic spells are based on the amount of manna used to cast that spell. Basically, 200 experience points are awarded per manna point used. This figure is raised or lowered in particular circumstances, i.e. life saving or useless situations respectively.

e.g. In many cases a Cleric is awarded only 100 experience points per manna point cast because most of the work done by a Cleric is done after battle, under non-stress situations. This is not a serious limitation as the Cleric usually has more opportunity to practise his magical arts than the other manna using classes.

Manna points are gained as per the following table at the rate of one manna point per experience point amount shown, depending on the total number of manna points able to be focused by the character.

TOTAL MANNA POINTS	REQUIRED EXPERIENCE POINTS PER EXTRA MANNA POINT
1 - 5	2000
6 - 20	5000
21 - >	10000

Experience points used to gain manna points can only come from those awarded for using manna or bonus experience points.

e.g. Eygil, with four manna points, has 7,000 experience points available from magic use and bonus points. Therefore his maximum amount of focusable manna increases from four to six and 3,000 experience points are left towards the next manna point. 4,000 experience points were used to gain two manna points at a rate of 2,000 experience points per manna point taking his total manna points to six. At this level, 5,000 experience points are required for each extra manna point. Only 3,000 are left from the initial 7,000 so these are saved towards the next manna point.

Undead Turning

Experience points for Undead Turning are awarded to Clerics on the basis of the following formula:

$$\text{experience points} = \text{Undead level} * \text{Undead level} * 10 * \text{number turned.}$$

Experience points are converted to skill% points from the following table. The skill% value is the Cleric's current Turning%, i.e. base% of 35% plus any other Undead Turning% gained from experience, any current power% is not included here.

< 50% Undead turning	200 exp. points = + 1%
< 100% Undead turning	500 exp. points = + 1%
< 150% Undead turning	800 exp. points = + 1%
< = 200% Undead turning	1000 exp. points = + 1%
> 200% Undead turning	1500 exp. points = + 1%

Experience points used to gain Undead Turning% can only come from those awarded for undead turning or from bonus experience points.

Weapons

Experience points for weapons are calculated on the amount of damage actually done, the level of the opponent and the level of the character. The following table is used. For each hit point that is caused, cross reference the character level to the opponent level getting the experience value, e.g. if a seventh level character hits a fifth level monster for seven hit points, three of which are absorbed by armour, leaving four damage points, then the experience per hit point is 125 giving $4 * 125 = 500$ experience points.

The hit points used for conversion into experience points are those which lower the opponent's body or body location to zero hit points. Any damage done that causes the total hit points or the hit points for any body location to fall below zero is not considered. Experience points are not awarded for attacking helpless opponents. Thus a creature that has fallen and is unable to fight because of serious injury can still be attacked but no experience points are awarded.

CHARACTER LEVEL	2	3	4	5	6	7	8	9	10
MONSTER LEVEL									
1-4	10	40	90	160	250	360	490	640	810
5-8	5	20	45	80	125	180	245	320	405
9-12	2	10	22	40	62	90	122	160	202
13-16	1	5	11	20	31	45	61	80	101
17->	1	2	5	10	15	22	30	40	50

The experience points are then converted into weapon% points at the rate of an extra 1% for every 1000 experience points.

These skill% points may then be put onto the weapon's% values or onto the Melee Dodge% or Shield% values. The Melee Dodge% and Shield% values can only be incremented, however, if that defence is utilised with the weapon, e.g. the Melee Dodge% can not be increased for a non-close quarter weapon (i.e. bow, sling etc.) and the Shield% can only be increased if a shield is used to parry in conjunction with that weapon. The experience points used to increase any weapon% can only come from that weapon or from bonus experience points.

FALLING

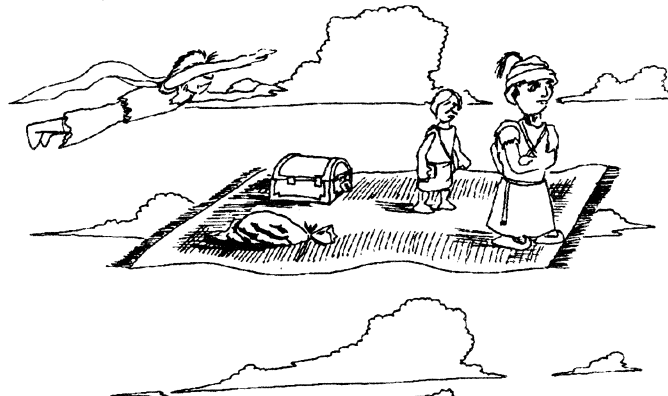
Characters are able to fall five metres without taking damage. Every five metres beyond this causes 1d6 hit points of damage to the body (i.e. from the total hit points, not individual body locations) of the falling character. Armour will absorb its maximum potential of any damage and a Karma Influence attempt may also be allowed, halving any damage taken. A Karma Influence attempt is not allowed if the fall is direct, e.g. from the talons of a Roc directly onto the ground. An indirect fall, e.g. from the Roc onto the ground but falling through trees or onto snow etc., will allow an attempted Karma Influence.

A character that has fallen may be able to rise if not seriously injured or held down. If the character has initiative still remaining in the round in which he falls then he may stand when it is his turn. However, no attacks can be gained but normal dodge, parry and movement rules still apply. In any other round the character can stand when it is his turn

but similar restrictions apply. No specialist skills can be used in any round that a character is fallen.

FLYING

Flying is sometimes necessitated as characters travel and adventure. As characters are normally unable to fly, some other means of aerial transport is required. Flying creatures noted in the CREATURE COMPENDIUM may be able to carry one or more characters. Other means may also be possible, such as spells or magical items.



When flying by any means, characters will be severely restricted as to their abilities due to the alien environment in which they are travelling. A full ten weeks of training and practice are required before a character can function freely. Less training will reduce the chance of any particular action succeeding by a proportional skill%.

e.g. a character who has done only four weeks flying practice has only a 40% chance of any ability succeeding. Thus, for every blow that is attempted or every spell that is tried, 1d100 must be rolled. A score of less than or equal to 40 indicates that the ability has been successful. The normal attack can then be attempted or the spell cast. A higher score means that the attack has failed or the spell can not be cast.

Speeds attainable in flight vary depending upon the angle of flight taken. The mobility score given for all flying creatures and items is the mobility for generally level, horizontal flight. Vertical, upwards flight can be undertaken at one third of this figure and flight straight down, i.e. a dive, will allow flight at three times the noted value. Other directions can be worked proportionally.

FURTIVE MOVEMENT

This ability gives the character a chance to move furtively and quietly without being seen or heard. No character having more than 25% coverage of metal armour can successfully undertake this task due to the noise it makes, unless special steps are taken to muffle the sound, e.g. extra padding etc. 1d100 must be rolled every round, to determine if the character has been noticed or not and the mobility is reduced by half.

There are several factors that must be considered to determine if the character was successful in an attempt to move furtively.

- Night movement increases the Furtive Movement% by 50% unless creatures with enhanced night vision are being eluded.
- The surrounding noise factor must also be taken into account by the Battle Master.
- If the area being utilised for cover is being directly observed then the chance of success is reduced by 75%

HABITATION GENERATION

There are three categories, namely CITY, TOWN, and VILLAGE, into which all forms of habitation fall. These can be determined by the Battle Master to suit the campaign that is currently being played or can be randomly generated by using the following tables.

ESTABLISHMENT	NUMBER OCCURRING BY HABITATION TYPE		
	CITY	TOWN	VILLAGE
Armourer	1d3	1d2-1	0
Bank	1d6+2	1d3-1	0
Brigand's Guild	1	1d2-1	0
Butcher	1d6+4	1d3	1d2-1
Carpenter	1d8+2	1d3	1d2-1
Church	1d4+4	1d2	0
Farrier	1d4+2	1d3	1d2-1
Guards, Foot	20d10+50	1d10+10	1d4
Guards, Mounted	5d10+25	1d6+4	0
Horse Trader	1d4+2	1d2	1d2-1
Jeweller	1d3	1d2-1	0
Library	1d4	1d3-1	0
Magic Guild	1	1d2-1	0
Mason	1d8+2	1d2	1d2-1
Tavern	2d4+4	1d4+2	1d3-1
Tailor	1d8+2	1d3	1d2-1
Trading Post	1d10+10	1d6+2	1d2
Sage	1d8+2	1d2	0
Special	1d3-1	1d2-1	0
Population	5000-50000	250-5000	10-250

A Special establishment can be any other encounter area at the discretion of the Battle Master.

The construction of any habitation can be generated from the following table.

	CITY	TOWN	VILLAGE
Shape:			
round	01-60	01-40	01-10
angular	61-95	41-80	11-20
random	96-100	81-100	21-100
Layout:			
regular	01-60	01-55	01-10
irregular	61-95	56-80	11-20
random	96-100	81-100	21-100
Fortification:			
walled	01-90	01-50	01-10
open	91-100	51-100	11-100
Disposition:			
friendly	01-20	01-30	01-25
neutral	21-85	31-70	26-70
unfriendly	86-95	71-90	71-95
hostile	96-100	91-100	96-100

Shape:

Round: overall dimension in plan view is circular or oval.

Angular: overall dimension in plan view is square, rectangular, diamond etc.

Random: overall dimension in plan view has no discernible shape.

Layout:

Regular: street patterns are very regular with generally parallel straight streets.

Irregular: street layouts have a pattern but are irregular in connections between areas. There are some side streets, alleys, circular areas etc.

Random: street patterns are random with few streets holding one direction for long. There are many side streets, alleys, circular roads, over-bridges, underpasses, dead ends, etc.

Disposition:

Friendly: The populace is friendly towards strangers and the area is usually clean and tidy. Information is usually readily available although there are few secrets. Prices are no more than normal.

Neutral: The populace has little concern for strangers but there may be a tariff or tax on entry. Information is usually available. Prices are no different from the norm.

Unfriendly: The populace is somewhat unfriendly towards strangers, staring and usually reserved in dealings with them. There are usually secrets and gossip available but at a high price. There will always be an entry tax and prices are usually higher than average.

Hostile: The populace is definitely unfriendly towards strangers, even resorting to open attack or arrest in many cases. Information abounds but is very difficult to obtain. There will always be a high entry tax and other prices will be higher than average.

HORSE TRADER STOCK

A horse trader will have a certain number of horses that are better than an average horse. These will usually have a fairly high intelligence and a personality. The total number of horses available is determined by rolling 3d6.

To determine what type of horse has been generated, 1d100 must be rolled and the following table consulted.

HORSE	1d100
Appaloosa	01-05
Arab	06-10
Clydesdale	11-20
Pony	21-43
Quarter Horse	44-53
Standard Horse	54-88
Thoroughbred	89-99
War Horse	100

Each type of horse has a differing chance of being intelligent as well as having different temperaments. The following tables should be consulted to determine the intelligence of each horse. The temperament of a horse may be different for each character that approaches the horse and thus for each character interested in the horse the temperament must be determined.

APPALOOSA: size 10

15 Hit Points

Damage: 2 * 50% - Kick 1d4, 60% - Bite 1d3

Maximum load: 50 encumbrance

Mobility: 21

General Description: White with black spots. Fast, intelligent, friendly and strong.

Cost: 150 gold coins.

INTELLIGENCE

1. high
2. high
3. high
4. high
5. average
6. poor

TEMPERAMENT

1. friendly & co-operative
2. friendly & co-operative
3. friendly & unco-operative
4. unfriendly & co-operative
5. unfriendly & unco-operative
6. neutral

ARAB: size 10

15 Hit Points

Damage: 2 * 50% - Kick 1d4, 60% - Bite 1d3

Maximum Load: 40 encumbrance

Mobility: 21

General Description: Very intelligent, never neutral, average strength, big ego, less than average stamina.

Cost: 125 gold coins

INTELLIGENCE

1. high
2. high
3. high
4. high
5. high
6. average

TEMPERAMENT

1. friendly & co-operative
2. friendly & co-operative
3. unfriendly & unco-operative
4. unfriendly & unco-operative
5. friendly & unco-operative
6. unfriendly & co-operative

CLYDESDALE: size 12

20 Hit Points

Damage: 2 * 50% - Kick 1d12, 60% - Bite 1-6

Maximum Load: 100 encumbrance

Mobility: 9

General Description: Big, slow, poor intelligence, very strong, great stamina.

Cost: 100 gold coins

INTELLIGENCE

1. high
2. average
3. average
4. poor
5. poor
6. poor

TEMPERAMENT

1. friendly & co-operative
2. friendly & co-operative
3. friendly & co-operative
4. friendly & co-operative
5. neutral & co-operative
6. unfriendly & unco-operative

PONY: size 7

11 Hit Points

Maximum Load: 30 encumbrance

Mobility: 12

General Description: Ponies are small, quiet animals generally used as beasts of burden, mounts for small races, or pets for children.

Cost: 20 gold coins

INTELLIGENCE

1. high
2. average
3. average
4. average
5. poor
6. poor

TEMPERAMENT

1. friendly & co-operative
2. neutral & co-operative
3. neutral & co-operative
4. neutral & co-operative
5. neutral & co-operative
6. unfriendly & unco-operative

QUARTER HORSE: size 10

14 Hit Points

Damage: 2 * 50% - Kick 1d4, 60% - Bite 1d2

Maximum Load: 30 encumbrance

Mobility: 15

General Description: Very fast, can run for short bursts (three rounds) with a mobility of 24 followed by rounds of 18,15,12 and then 12. Has good stamina and can maintain a mobility of 15 for over an hour. Not very strong.

Cost: 100 gold coins

INTELLIGENCE

1. high
2. high
3. high
4. average
5. average
6. poor

TEMPERAMENT

1. friendly & co-operative
2. friendly & co-operative
3. friendly & co-operative
4. neutral
5. neutral
6. neutral

STANDARD HORSE: size 10

13 Hit Points

Maximum Load: 40 encumbrance

Mobility: 15

Cost: 25 gold coins

INTELLIGENCE

1. high
2. average
3. average
4. poor
5. poor
6. poor

TEMPERAMENT

1. friendly & co-operative
2. neutral & co-operative
3. neutral & co-operative
4. neutral & co-operative
5. neutral & co-operative
6. unfriendly & unco-operative

THOROUGHBRED: size 11

17 Hit Points

Damage: 2 * 50% - Kick 1d6, 60% - Bite 1d3

Maximum Load: 50 encumbrance

Mobility: 18

General Description: Fast, intelligent, strong, temperamental, i.e. these horses should re-roll their temperaments every week.

Cost: 150 gold coins

INTELLIGENCE

1. high
2. high
3. high
4. average
5. average
6. average

TEMPERAMENT

1. friendly & co-operative
2. friendly & co-operative
3. friendly & unco-operative
4. unfriendly & unco-operative
5. unfriendly & unco-operative
6. unfriendly & unco-operative

WAR HORSE: size 11-12

25 Hit Points

Damage: 2 * 65% - Kick 2d6 + 4, 75% - Bite 1d6

Maximum Load: 50 encumbrance

Mobility: 15

General Description: Fast, intelligent, strong. All war horses have a brave personality and, due to their strength and training, do not suffer any mobility penalty when wearing armour.

Cost: 500 gold coins

INTELLIGENCE

1. high
2. high
3. high
4. high
5. high
6. high

TEMPERAMENT

1. friendly & co-operative
2. friendly & co-operative
3. neutral & co-operative
4. neutral & co-operative
5. unfriendly & co-operative
6. unfriendly & co-operative

All horses are able to carry a normally laden person as well as their maximum load, e.g. for a QUARTER HORSE, a person plus 30 encumbrance units.

Each horse of High intelligence may also have a personality as determined by the following table.

1d100	PERSONALITY	1d100	PERSONALITY
01-10	awkward	51-60	manicidal
11-25	brave	61-70	mischievous
26-30	cowardly	71-85	timid
31-40	humourous	86-95	unreliable
41-50	lazy	96-100	no personality

e.g. A horse trader is encountered in a town. He has 8 horses (3d6, 3 + 4 + 1). The horses are generated with their intelligence and personality (for the highly intelligent horses) as follows:

HORSE TYPE	INTELLIGENCE	PERSONALITY
standard horse	56 average	3
pony	43 average	2
quarter horse	46 average	4
clydesdale	17 poor	4
standard horse	61 poor	6
standard horse	71 high	1
thoroughbred	93 high	3
pony	38 average	4
		unreliable 87
		brave 21

Sanbadar wishes to buy the thoroughbred so the horse's temperament must be determined - a score of 4 with 1d6; unfriendly and unco-operative. Sanbadar decides not to buy this horse. Rodan approaches the horse, scoring 1 with 1d6 (friendly and co-operative) so decides to buy the horse.

HUNGER

All humanoid creatures must eat at least one solid meal and one light meal each day. If for any reason this intake of food is restricted, the constitution of the creature involved will fall. The first day that the required food is not eaten will not affect the creature. Each day after will cause the creature's constitution to drop by one. This will probably also cause the hit points of the creature to drop, possibly reducing any special regenerative powers. The lost constitution points must be regained at the normal rate or by magical means. If the constitution of the creature reaches zero then the creature dies.

INSANITY

Because the nature of insanity is such a diverse area no specific rules that cover individual cases and provide a simple solution to the problem can be used. Thus the following guideline has been established.

Any creature that is considered to be insane must successfully influence its Karma each day or be unable to perform any ability during that day that requires rational thinking and decisions.

INTOXICATION

Intoxication will reduce all point abilities such as riding skill, brawl etc. by one. All skill% totals such as weapon%, Perception% etc. will be reduced to one half of the total, i.e. a weapon% of 160% will be reduced to 80%. Melee dodge% will become zero.

Total hit points will be increased by four and to be knocked out of a brawl will require four hits in one round or four consecutive hits from a single opponent.

INVISIBILITY

Although invisible creatures can not be seen, they still must be careful as to their actions because signs of their passing are not covered by the spell. Therefore footprints can still be seen, odours can still be smelt, they can still be felt, and noises they make can still be heard. If they drop an article it becomes visible as does blood they shed if this blood splashes onto the ground or runs onto bushes etc.

An invisible creature will have an increased chance of surprising opponents, 1-4 on 1d6 or by an extra 1 if they naturally surprise opponents with a high chance.

The Melee Dodge% of the invisible creature is increased by 100% and the creature can not be attacked with projectile weapons, or any other weapons in any round that it does not attack first.

When attacking an invisible opponent a creature will be limited to one attack in the attack sequence and is unable to parry. The one attack will be at half the current attack%.

KARMA

In life, most people recognise the fact that someone who commits a deed that is evil in its effect upon others will generally suffer at some later date, be it during life or afterwards. At the other end of the scale, people who are generous and forgiving are often blessed with luck and small pleasures. This is referred to as Karma or fate. It also relates to old proverbs such as "He who lives by the sword shall die by the sword".

BATTLEMASTER incorporates a system of Karma known as "good and bad marks". This system is controlled directly by the Battle Master and relates to all player characters. A good mark can be earned by a particularly generous action or deed on the part of a player character. The good mark would be awarded to the character (not necessarily with his knowledge) and would have a

beneficial effect at some later date, at the discretion of the Battle Master.

At the other end of the scale, to balance out the effects of good marks in a character's life there are also bad marks. Bad marks relate to actions of a particularly selfish or evil nature and of course have a detrimental effect on the character at some later stage. Bad marks are also the realm of the Battle Master and are awarded and used at his discretion.

Good and bad marks give the Battle Master a means to control play in a direct way. They tend to control characters so that they do not maintain a completely chaotic and destructive lifestyle that is detrimental to the flow of the campaign. A bad Karma mark may be used by the Battle Master to cause a character to trip and fall when rushing for a particular item of treasure etc., allowing another character to gain it first. A good Karma mark may be sacrificed to allow a character to live from an otherwise fatal blow. All use of Karma is at the discretion of the Battle Master. Of course, both forms of Karma marks can accumulate rather than be used, allowing some characters to reach extremes.

There are two classifications of extreme karma. A character that accumulates ten good marks in quick succession becomes a martyr, while a character that accumulates ten or more bad marks becomes a villain. When either of these extremes is reached, a precedent is set for the rest of the character's life and the Karma marks take on a different meaning for that character.

When a character becomes a martyr, all good marks become void and the character is returned to a neutral state. Any further good marks will have little effect on the character. However, bad marks will still accumulate as normal. If five bad marks (used or not) are incurred by a martyr then the character will lose his martyrdom and then both good and bad marks will accumulate and affect the character as normal. Martyrs are able to commune with a higher consciousness at times to find answers to some of their questions and have +10% on their Karma Influence.

Near the end of a martyr's life he will be favoured in the eyes of his god and will transcend his physical limitations. He will then become an immortal spirit and can visit the Natural World at will to monitor life and sometimes advise. He has no physical abilities.

When a character becomes a villain, all bad marks become void and the character is returned to a neutral state. Any further bad marks will have little effect on the character. However, good marks will act as bad marks or strokes of bad luck and will still accumulate as normal. If five good marks (used or not) are incurred by a villain then the character will lose his villainous nature and then both good and bad marks will accumulate and affect the character as normal. Villains are sometimes able to commune with a lower consciousness (demon etc.) to find answers or assistance and have +10% on their Karma Influence.

Near the end of a villain's life, great evil will befall the character and generally the character will die a horrible

(and unresurrectable) death. Through a villain's life he may commit terrible crimes and not suffer until the end of his life. Extremely villainous people may even be drawn into Hades and converted into low level demons.

Good and bad marks should be strictly controlled by the Battle Master. Characters should not be allowed to accumulate to a villainous or martyrdom state if the character is not really evil or good in nature.

e.g. if a character does not kill mercilessly in cold blood when the opportunity arises or does not offer his last morsel of food or gold coin to a starving beggar then he is not ultimately evil or good in nature and should not be allowed to become a villain or martyr.

Examples:

Rodan and Sanbadar had separated from the wagon train and headed south towards Vader County. The ride was an easy one and at the end of the day they settled into the Wolves' Bane Inn, a tavern of ill repute.

Vader County was the haven for every thief and murderer in the land. Few were the honest men that inhabited the area. Still, it was a place of opportunity and opportunity was sought by Sanbadar and Rodan. During the course of the evening Rodan wandered onto the street and came across an open brawling ring. Seeing the chance to make some money in the ring with his martial skills against normal street brawlers, he entered two fights and was the victor each time, being careful not to disclose his open handed discipline. In the third he was beaten underhandedly by another Adept who used a small concealed weight to knock Rodan unconscious.

Rodan was furious (when he regained consciousness). He gathered his clothes and went in search of the underhanded Adept. Rodan spotted him after a time and followed him to a house. Using all his skill, Rodan approached quietly, keeping to the shadows. He drew his Katana and struck one swift, fatal blow to the unsuspecting Adept. Rodan sheathed his weapon and left quickly.

A bad mark was just incurred by Rodan. He had entered a contest and cheated, only to be beaten by a better cheat. He had no reason other than his own ego to kill the other Adept. As a character, Rodan would be unaware of any bad mark, however, he will feel the effects in the near future.

While Rodan was out on the street, Sanbadar decided to look for a sage that could help him with his quest for the Golden Hawk. He obtained directions from the tavern owner and set off to consult the local sage. He walked down the street and turned towards the higher class area of the town. As he passed a small alley he heard a faint cry for help. Unsheathing his sword he ran down the dark alleyway. In the dim light he could determine the outline of three men surrounding another. "Move along stranger, this is none of your business," said one of the three gruffly.

"It seems a little unfair, three against one; does it not?" Sanbadar responded.

Just then the captive shoved one of his captors and attempted to struggle free. One of his captors produced

a dagger and thrust it into the struggling man's stomach. The man who had spoken to Sanbadar unsheathed a short sword and lunged at Sanbadar. Sanbadar stepped into the attacking man's thrust and slammed his own sword home with a lightning thrust avoiding his opponent's probing blade. The man coughed blood and sagged to the ground. A second man drew his sword and closed on Sanbadar. Sanbadar sized up the two remaining men. The man who had been stabbed with the dagger lay on the ground moaning.

"Leave now and I will spare your life," he said to the man brandishing the sword.

The man leapt to attack Sanbadar but Sanbadar parried deftly, drawing the man's arm out and away from his body. Then with a twist of his blade he completed his disarming parry, sending his opponent's weapon skidding into the corner. Both men fled.

Sanbadar knelt down beside the injured man on the ground. He reached into his pocket and withdrew a small vial of liquid.

"Here, drink this," he said to the man.

The man sipped the liquid and began to recover immediately.

A good mark was just incurred by Sanbadar. He entered into combat and won in a fair and unprovoked attack and then gave an Elixir of Life freely, without requesting favour or payment.

Sanbadar visited the sage without success and returned to the Inn. Rodan had already returned and was sound asleep on his bed, snoring loudly. Sanbadar sighed and bedded down for the night. Both were awakened suddenly in the morning by a loud knocking at the door.

"Open this door in the name of the Count, surrender peacefully!" a loud voice called through the door.

Sanbadar and Rodan quickly fitted their gear and both scrambled for the window (each believing himself guilty of murder). As they leapt onto the roof they heard shouting from behind.

"Quick, we can make it to the horses!", Rodan said as he scrambled across the roof towards the stable.

They both jumped to the ground and sprinted into the stable. Both horses were still loosely saddled so they tightened the saddles and leapt on. Shouting reached them from the front of the stable. They cantered their horses out the back of the stable towards the rear gate. The fence was low and an easy jump. Five armed men ran from the stable behind them. A crossbow bolt struck Rodan a glancing blow but did not unseat him. Both Sanbadar and Rodan spurred their horses on and leapt over the fence. However, Rodan's horse stumbled, throwing him to the ground and stunning him. He was quickly overpowered by the guards. Sanbadar had no choice but to keep riding.

Rodan just used his bad mark. On an easy jump on which the horses were not even required to attempt a Karma Influence, the Battle Master decided that Rodan would use up his bad mark.



When Sanbadar found that he was not pursued, he slowed his pace and then stopped in a grove of trees. An old woman sat nearby, seemingly uninterested. Sanbadar dismounted and sat resting for several minutes. The old woman walked over.

"You are a man with a quest I see," said the old woman. "I beg your pardon?" Sanbadar responded, taken off guard.

"You seek information for your quest, young man. Do you not?"

"Are you a witch?" said Sanbadar drawing back.

"No, No. No, I am just an old woman who sees with eyes wisened by age," she chuckled. "What adventurer, dressed as you, does not have some quest or interest to motivate him?"

"I seek the golden eagle that was the heirloom of my family," Sanbadar volunteered, seeing no reason not to be bold.

"Ah! You seek Kespach. He would know of such things." The old woman said, beginning to lose interest.

"Where would I find this one you speak of?" Sanbadar asked eagerly, forgetting Rodan for the moment.

"A day's ride to the east at the beginning of the twisting stream. He is an old hermit and seldom visits town. Ah well, I must be off. Good luck with your quest." The old woman mumbled and walked off.

The fact that Kespach might know of Sanbadar's quest was no great secret but it was not a publicised fact either. Normally Sanbadar would have spent three or four days and quite a few gold coins finding this information. However, his good mark was forfeited by the Battle Master to obtain the desired information for no cost or waste of time.

Karma Influence for Poisons and Disease

Any character passing through a diseased area will come into contact with the disease. If a successful Karma Influence attempt is made then the character is unaffected by the disease, otherwise that character is inflicted with the disease. In this case a further Karma Influence is determined and if successful then only half of the damage caused by the disease will affect the character.

As poison is generally directed against an individual or a group the poison always affects the victims. If a Karma Influence is successful then only half of the normal damage is actually sustained by the victim. If the poison has a special side effect then the successful Karma Influence mentioned will negate all effects of this special effect.

LANGUAGE

One problem that will often arise for travelling adventurers is the understanding of the local language or dialect. The most prolific of the Human races has dominated this cultural area with its language which is usually simply referred to as the Human Tongue. Other Human races usually have their own language but are also able to speak this tongue. Many humanoid races, such as Dwarves and Elves, have their own language and are also able to speak Human fluently. Although Human may be common throughout many societies and races, many differing accents can be found across any large geographical area.

LIGHT

Normal human characters are unable to see in totally dark places, such as most underground caves, thus some form of light must be used. The possible forms and their area of illumination are listed below.

SOURCE	AREA (radius)	INCREASED AREA	DURATION
candle	5m	1m	1 hour
torch	15m	2m	1 hour
lantern	20m	2m	12 hours/litre
hooded lantern	25m, 60 degree arc	2m	12 hours/litre
dim starlight	10m		
bright starlight	20m		
bright moonlight	40m		

The INCREASED AREA figure from the above table is the extra illuminated area if more than one of the appropriate items is lit in the same area. Note that the hooded lantern does not affect a full sphere but only a limited arc.

Those creatures with enhanced night vision are able to see a distance of three times those noted above for the same amount of light.

Although candles, torches, and lanterns can generally be lit without difficulty it may often take several rounds for a flint spark to ignite the device. This is of no concern in most circumstances but if in a tight situation, e.g. about to be attacked, then if light can not be provided combat may

be difficult. In these circumstances there is a 75% chance each round that a torch etc. can be successfully lit.

LOSS OF ATTRIBUTE POINTS

All lost attribute points are regained at the rate of two per week (not one every three and a half days). While an attribute score is below its normal value the character must lower all skills that are affected by this attribute.

e.g. Trios is bitten by a snake that has a serious poison with a special effect of the loss of dexterity points. He failed his Karma Influence attempt. The Battle Master determined that the poison lasted for three rounds draining two hit points and four dexterity points on the first round, three points of each attribute on the second round and two and three points in the third round. Trios originally had fifteen hit points and a dexterity of twenty he now has eight and ten respectively. This reduces his chance of successfully moving furtively by half ($10/20 = 1/2$) its normal value, the ratio of current dexterity to normal dexterity. All other brigandage abilities that he has will also be reduced similarly, as will all weapon% because they involve dexterity in their calculation.

MANNA RESISTANCE

Some creatures have an ability to use their life force to interfere with the focusing of manna. This is called their manna resistance.

When a creature with a manna resistance is the victim of a spell or within thirty metres of a manna user casting a spell, it must roll 1d100. A score of less than or equal to its manna resistance indicates that it has interrupted the focusing of the manna and the spell will not be cast. The manna points of the caster are not used.

If a creature with a manna resistance comes into contact with an existing spell such as a SEAL on a door, then it is able to neutralise this spell if it rolls a score less than or equal to its manna resistance with 1d100. If it fails then it can not attempt to break that particular spell again.

Although the manna resistance of a creature may be able to negate the spell like effects of magical items directed at it, the creature is unable to affect the item itself.

A creature with manna resistance is still able to focus manna to cast spells, if it normally can, but its manna resistance for the round in which it wants to cast the spell is reduced by half.

MORALE

Situations will arise where characters, whether they be players' characters or Battle Master characters or creatures, will find themselves in situations where they are outnumbered, or face a foe that is superior to them. At this point arises the question of whether to continue fighting, to surrender, to "run away and live to fight another day", or perhaps some other option that may exist. For a player's characters, this choice must be left to the player to decide.

However, in the case of all other characters or creatures it is up to the Battle Master to decide.

If these other characters are performing some special task, operating under strict instructions, or being driven by their social or spiritual beliefs then their course of action may be very well defined, such as to run away with all care and speed, or perhaps to fight until the death. In other cases where no clear decision is able to be made, the Battle Master may use his own judgement or use the following guide.

Every round that one party is less than one third the strength of an opposing group then morale should be checked for all Battle Master characters within the weaker group that have no clear choice. The strength of each group involved is determined by totalling the levels of all creatures in each group.

Morale% = percentage of group remaining + ((highest Charisma of player characters in group - 10) * 5%)

1d100 must be rolled for each character or creature that is required to check for morale. A score of less than the Morale% indicates that they need not flee or surrender etc.

OPENING DOORS

Doors that are simply shut rather than locked, spiked, barred, or jammed etc. can be opened without difficulty or loss of initiative.

To open a locked or otherwise barred door without the correct key, the door must be smashed or burst open. To smash a door it must be struck with weapons or rams etc. and reduced to half of its hit points. It can then be pushed open to allow entry. If it is reduced to one fifth of its hit points it will be broken to a stage where it can not be successfully closed against intruders etc.

To burst open a door a character must throw his body against it hoping that his weight will snap hinges, locks,



bars etc. The chance of bursting a door this way is calculated as follows:

Open Doors% = base% + armour modifier + door type modifier + number of characters modifier

OPENING DOORS MODIFIERS

ARMOUR	MODIFIER
CLASS 1	+ 5%
CLASS 2	+ 10%
CLASS 3	+ 15%

DOOR TYPE	MODIFIER
wooden door	0%
reinforced wooden door	-15%
iron/stone door	-25%
every 5cm of door thickness	-10%
every 2 square metres of door	-5%

There is no penalty for doors of less than or equal to five centimetres in thickness or less than or equal to two square metres in area. One character can join in a rush at a door for every one metre of door width, the size of a normal door. Thus if a door is three and a half metres wide, four characters could charge it. Only three characters could charge a three metre wide door at the same time. When multiple characters charge a door the actual% is taken as the Open Doors% for the best character plus 10% for every additional character. More than one attempt may be made by any character at any door but after the first attempt, any creatures on the other side will have no chance of being surprised and will probably be ready and waiting for someone to burst through the door.

POISONS

There is a vast number of different poisons that can affect many things. These are categorised by their special effects. Poisons are also categorised into three broad classes: mild, serious and fatal. There is a 15% chance, unless actually specified, that a poison has a special effect. Poisons can be randomly generated using 1d100 as follows:

01-50: mild poison

51-85: serious poison

86-100: fatal poison

The base effects of the three poison classes follow:

MILD: 1 hit point each round for 1d6 rounds.

SERIOUS: 1d6 hit points each round for 1d6 rounds.

FATAL: 1d8 hit points each round for 1d8 rounds.

Unless otherwise specified or desired, the special effects of a poison, if they exist, may be generated using 1d10 as follows:

1. loss of strength points equivalent to hit points lost
2. loss of constitution points equivalent to hit points lost
3. loss of agility points equivalent to hit points lost
4. loss of dexterity points equivalent to hit points lost
5. loss of intelligence points equivalent to hit points lost
6. loss of wisdom points equivalent to hit points lost

7. loss of charisma points equivalent to hit points lost
8. blindness for the duration of the poison or permanently
9. paralysis for the duration of the poison or permanently
10. unconsciousness for the duration of the poison or permanently

The duration of all these poisons may be cut short prematurely by the casting of an ANTIDOTE spell while the effects may be removed by appropriate spells such as HEALTHY BODY or CURE etc. or the passing of time, i.e. attribute points are regained at the rate of two per week.

PRICES OF STANDARD ITEMS

Armour

cloth	2g	ring mail	80g
strapped	5g	scale mail	40g
slatted	10g	chain mail	150g
leather	20g	plate mail	400g
studded leather	40g	plate armour	600g

all helms 10% of equivalent armour type

leather horse armour	60g
chain horse armour	400g
plate horse armour	1000g

Shields

wooden, small	1g	metal, small	25g
wooden, medium	2g	metal, medium	35g
wooden, large	5g	metal, large	60g
bladed shield	80g		

Arms

WEAPON	PRICE	WEAPON	PRICE
Ag-Shar	20g	Lance	12g
Axe, Battle	8g	Mace, Heavy	12g
Axe, Great	10g	Mace, Light	10g
Axe, Throw	4g	Morning Star	15g
Bokken	20g	Nunchaku	2g
Bow, Long	35g	Pole Arm	20g
Bow, Short	15g	Rapier	12g
Claw Blade	4g	Scimitar	20g
Club	1g	Shick	10g
Crescent Moon	5g	Sickle	8g
Crossbow, Heavy	20g	Skewer	1g
Crossbow, Light	15g	Sling, Normal	1g
Cudgel	1g	Sling, Staff	3g
Cutlass	2g	Spear, Long	3g
Dagger	3g	Staff, Moon	10g
Dart	1g	Staff, Normal	1g
Dirk	4g	Staff, Quarter	8g
Flail, Grain	2g	Star	1g
Flail, War	3g	Sword, Great	45g
Fork, Barbed	2g	Sword, Long	18g
Fork, Normal	1g	Sword, Short	12g
Hammer, War	15g	Trident, Long	8g
Javelin	2g	Trident, Short	5g
Katana	50g	Whip, Long	2g
Krull	6g		
Arrows/Bolts (20)	2g	Sling Bullets (50)	1g

Clothing

Clothes - shirt, trousers, boots, belt, pouch	
summer	1g
winter	5g

Cloak	summer	5s
	winter	3g

Animals

Poultry	chicken	1s	Dairy	cow	10g
	turkey	5s		goat	5g
	duck	2s	Burden	donkey	20g
Meat	sheep	5g		ox	25g
	steer	10g		horse	25g
	bull	25g		pony	20g
	pig	10g			
Other	guard dog	3g			
	hunting dog	5g			
	hunting hawk	30g			

Equipment

armourer's tools	25g	mirror	metal	4g
back pack	1g		silver	15g
bed roll summer	1g	oil	0.5 litre	5s
winter	2g		1 litre	1g
Brigand tools		pouch	small	1s
lock pick	50g		large	5s
trap negation	50g	quiver		1g
candle	2c	rope per 10m		1g
chest		sack	large	5c
large	5g		small	2c
medium	4g	scroll case		1g
small	3g	tent	2 man	10g
climbing gear, rough	5g		4 man	20g
cracked	20g		10 man	50g
smooth	75g	tinder box		1g
cooking utensils	5g	torch		5c
grappling hook	5g			
iron spike	1s			
lantern	2g			
hooded	5g			

Provisions

food	1 meal	4c	ale	.5 litre	2c
	feast	1g	wine	.5 litre	5c
	1 day	1s	spirits	.5 litre	1s
fodder	horse, 1 day	1s			

Transport

cart	10g	bridle	1g
wagon	50g	saddle	5g
small boat	100g	saddle bags	5s
barge	50g	saddle blanket	1s
ship 250g/metre + rigging	5g/metre		

Poison (1 dose)

mild	5g
serious	20g
fatal	100g

Other Costs

Spells can generally be bought for 500 gold coins per spell level. Powerful spells are, however, sometimes as much as three times this normal cost. Any Magic Guild shop will have 4d6 scrolls, each with only one spell. These spells will range from level one to level six. The level, class, and actual spell can be randomly determined from the list of spells in the TOME OF THAUMATURGY.

General ability training costs ten gold coins per week, while specialist training in abilities peculiar to a class costs at least one hundred gold coins per week. Beast Masters do not have to pay for their study as virtually no materials or tutors are involved.

Materials for the meditation and experimentation that is required while learning a spell cost one hundred gold coins per week.

PURSUIT AND EVASION

Pursuit

In a pursuit situation the distance between pursued and pursuer is determined to the nearest mobility point (ten metres). One roll of the initiative die is taken for each creature or group involved and tied scores are not resolved further. Each participant adds his mobility to his initiative die roll getting a total pursuit value. Calculate the difference between the pursuer's and pursued's scores. If the pursuer has the higher pursuit value then he gains the score difference in mobility points, otherwise the pursued increases his lead by the score difference.

To get an attack while pursuing, a character must start one third of his mobility or less behind the pursued and the result of the pursuit for that round must bring him within one mobility point of the pursued.

e.g. Two Quavel with mobility of fifteen are in pursuit of Trios who only has a mobility of twelve. For this pursuit both of the Quavel are treated as one unit. The separating distance is four mobility points (forty metres). They each roll an initiative die (Trios: 5, Quavel: 1) and add their mobilities giving total scores of Trios: 17, Quavel: 16. Trios has the higher total score (17) so increases his lead by one mobility point (17 - 16) to five mobility points. On the next round, initiative rolls give Trios: 3, Quavel: 2 giving total scores of Trios: 15, Quavel: 17 allowing the dogs to catch up two mobility points (17 - 15) and giving a separation of three mobility points. The next round gives initiative scores of Trios: 2, Quavel: 3 and total scores of Trios: 14 and Quavel: 18. Thus the dogs catch up four mobility points which is less than one third of their mobility, bringing them within one mobility point of Trios, so



they may now get an attack at him.
This method is also used for mounted pursuits and can be utilised for races etc.

Evasion

Pursuit can not be evaded if the pursuit is in an open environment with no areas for the pursued to become concealed or to provide some confusion for the pursuer, e.g. a branching passage. As long as the pursued is in sight or can be heard he can not evade the pursuer. To attempt to evade the pursuer the creature must be out of sight and out of hearing distance, or invisible and silent. He must then perform a successful CONCEALMENT, if a Brigand, or a successful FURTIVE MOVEMENT. The pursuit is then considered to be evaded. However, if the pursuer is able to TRACK, then the pursued may be found again. Or, if the pursued creature moves back into sight or makes a noise that can be heard then the pursuit is considered to be on again.

RECRUITING AND NEGOTIATION

The ability to recruit hired help is generated at the initial character generation stage or can be learnt at a later date. This is the ability to conscript (by the use of inspirational and/or sometimes misleading means) from a group of people who are willing to listen and are already basically interested in the task for which recruits are being sought, whether this interest is for financial gain, revenge, a hobby etc. To gather the would-be-recruits together, the recruiter can pursue a number of actions which may include posting a sign in a tavern or village square, passing the word around locally himself or employing someone who is street wise to seek out those in the area that may be interested. The character may of course attempt to meet his possible recruits on a one to one basis and confront likely prospects across a bar room table or in the street etc.

The following table outlines how many creatures that are in any given locality with a particular skill level that are available to be recruited for the task. They do not automatically join with the recruiter but rather the recruiter must compare a score from 1d100 to his modified Recruiting% to determine if the recruit will join the character. This number of people will be available every month.

RECRUIT AVAILABILITY			
LOCALITY	UNSKILLED	SEMISKILLED	SKILLED
village	2d6	1d6	1d6-5
town	6d6	3d6	1d6-2
city	(2d6)*10	6d6	2d6
UNSKILLED: these are hirelings that are generally unskilled apart from the ability to carry goods, drive carts, care for horses, and basically fill the roll of servants etc.			
SEMISKILLED: these hirelings have some general ability which is sought after such as sailor, guard, gambler, alchemist, farrier, armourer, man at arms etc.			



SKILLED: these hirelings are skilled in particular areas and can be employed for specific tasks as well as recruited for adventures etc. They include Adepts, Beast Masters, Brigands, Clerics, Conjurers, Druids, Mind Mages, Warriors, guard captains, ship's captains etc.

The success of any recruiter is not only related to the recruiter's ability but also his ability to package the deal offered in an appealing fashion. The following table gives some typical modifier situations:

RECRUITING MODIFIERS			
CONDITION	UN SKILLED	SEMI SKILLED	SKILLED
maximum distance from home during task (in travelling time)			
< = one day	-	-	-
< = one week	-20%	-	-
< = one month	-50%	-20%	-
> one month	-100%	-50%	-20%
duration of task (including travelling time)			
< = one day	-	-	-
< = one week	-20%	-	-
< = one month	-50%	-20%	-
< = six months	-100%	-50%	-20%
> six months	-150%	-100%	-50%
payment per extra weekly payment given each week			
	+ 30%	+ 20%	+ 10%
share of spoils			
one tenth share	+ 20%	+ 10%	won't join
one quarter share	+ 50%	+ 20%	won't join
one half share	+ 75%	+ 30%	-20%
equal share	+ 100%	+ 50%	-
necessary equipment that is not already owned is supplied			
	+ 50%	+ 20%	-

reputation of employer

poor	-50%	-20%	-20%
unknown	-20%	-10%	-
good	+ 20%	+ 20%	-

nature of task

easy	+ 20%	+ 10%	-
some risk	-	-	+ 20%
dangerous	-50%	-20%	+ 10%

On top of any bonus or percentage offered, recruits must be paid on a regular basis. This payment covers food, accommodation and other costs that must be met by the recruit. Typical wages are listed below.

RECRUIT PAYMENT

RECRUIT'S TRADE	SILVER COINS/WEEK
unskilled	15
semiskilled, skilled	
armourer, climber, farrier, gambler, leather worker, sailor, tracker, guard - 1 weapon at 80%	20
alchemist, experienced sailor, jeweller, recruiter, siege engineer guard - 1 weapon at 110%	25
mate, sage, sergeant - 2 weapons at 150%, 100%	30
experienced mate, captain - 2 weapons 200%, 150%	35
ship's captain	40

The modified Recruiting% of the character is calculated as follows:

$$\text{Recruit\%} = \text{Character Recruit\%} + ((\text{Character Charisma} - 10) * 5\%) \pm \text{any modifiers from above tables}$$

All recruiting situations have different circumstances, thus it is often up to the Battle Master to discern if further modifiers are appropriate.

Negotiation

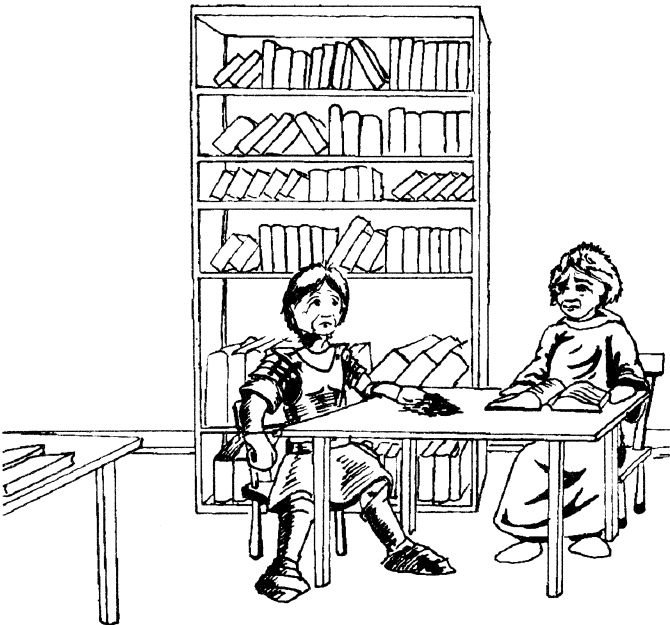
When a character is in a situation that involves negotiation or discussion of a form intended to obtain some favour or service that does not easily fit into other categories such as recruiting, trading, or purchasing etc., then the Charisma and Intelligence of the creatures involved can be used to resolve the outcome. The following formula can be used to provide a Negotiation% and a roll of 1d100 that scores less than or equal to the Negotiation% indicates that negotiation was successful.

$$\text{Negotiation\%} = ((\text{Charisma of negotiating character} - 10) * 10\%) - ((\text{Intelligence of target creature} - 10) * 5\%) + 20\%$$

This form of encounter resolution should not be used for any event for which other rules are outlined elsewhere. It is generally designed for other purposes, e.g. obtaining favours etc.

SAGE CONSULTATION

During the life of a character many objects, tales, sights, creatures, etc. will be encountered, of which the character has little or no knowledge. Although much can be learnt from experience, further details can be gleaned by



consulting a Sage. No Sage can know all about all subjects so each question posed on a different subject may yield detailed information from the Sage or perhaps no information at all. The following table can be used to determine the outcome of a Sage consultation:

1d100 SAGE'S AVAILABLE KNOWLEDGE

- 01-10 Specialised Knowledge:** the Sage can provide comprehensive and detailed information regarding the subject in question. This knowledge will cost 4d6 gold coins.
- 11-60 General Knowledge:** the Sage can provide accurate information regarding general attributes and features of the subject concerned. This knowledge will cost 1d6 gold coins.
- 61-80 Reference Knowledge:** the Sage has no current knowledge of the subject desired but may be able to provide general knowledge within 2d6 + 2 days at a cost of two gold coins per day. At the completion of this study time a roll of 1d100 must score less than or equal to 75, indicating that adequate information has been found to provide general information as noted in the "General Knowledge" category.
- 81-100 No Knowledge:** the Sage has no current knowledge of the desired subject and is unable to provide any such knowledge in the future.

Access to a consultation will always cost one gold coin in addition to any other charges incurred for knowledge divulged. All payment must be made before any knowledge will be divulged or reference study undertaken.

SEARCHING

When searching areas, there are three types of search that may be performed as follows:

SEARCH TYPE	TIME SPENT	MINIMUM TIME	AREA	SECRET CONCEALED
glance	0 rnds	0 rnds	50m*50m	0% 0%
casual	10 rnds	2 rnds	10m*10m	50% 10%
thorough	20 rnds	5 rnds	10m*10m	95% 75%

If an area is concealed and secret then a successful roll against both columns must be scored before the area will be revealed. Each period of time spent in searching will allow a roll against the above table.

A glancing search can be performed without spending any time in the act. It is simply what can be seen while walking through a room, or in the midst of combat etc. It will reveal nothing of note and does not include opening cupboards, chests, etc.

A casual search includes opening cupboards, searching pockets, looking under beds etc. and has the noted chances of discovering concealed and secret areas.

A thorough search includes tapping on walls, checking for secret bottoms in chests or cupboards, checking for turning knobs or moving levers etc. and has the noted chances of discovering concealed and secret areas. It will reveal objects such as vials of liquid to be of particular interest whereas a casual search may have noticed them but overlooked them as worthless.

The times spent noted in the table are the times required for one character to search the designated area. Each extra character searching that area will reduce the time spent by one round, to the minimum time noted in the table.

e.g. Rodan is searching a room that is 20m by 10m in dimension. A glancing search will take no time. A casual search will take twenty rounds (twice the area noted in the table is being searched) and have a 50% chance of revealing any concealed areas and a 10% chance of revealing secret areas. A thorough search will take forty rounds and have a 95% chance of revealing concealed areas and a 75% chance of detecting secret areas.

If Sanbadar were to join the search then all times would actually be halved because one character could search each half of the room, a 10m by 10m area. Other characters searching would then reduce the time taken by one round for the area in which they are searching. Thus, if five extra characters helped Rodan search his half of the room then that area would take five rounds for a casual search and fifteen rounds for a thorough search, five rounds fewer than the required time for one character. Sanbadar would not have any of his search times reduced as he has no help.

SECRET AND CONCEALED AREAS

Concealed areas are merely areas that are covered abnormally from sight, e.g. a door behind a bookcase or hanging tapestry, a trap door under a floor rug, some coins tied in the bottom of a sock etc. Secret areas are those which are constructed of the same substance as the area of which they are a part and are carefully built to appear the same as the surrounding material, e.g. false bottom in a chest or cupboard, secret door in a wall etc.

When a concealed area is found, it can usually be opened in a normal manner. Thus a door behind a wall hanging can be opened with the proper key or smashed open otherwise. Although secret areas may be located, the means of opening them will not always be obvious and may require much experimentation on the part of the

characters. These means may be as simple as pulling an oil torch bracket to open a secret door or as difficult as a riddle key or a clue from elsewhere. The areas may often be trapped, such that if they are tampered with in particular or incorrect ways, some deadly trap may be sprung.

SIEGE COMBAT

Combat

There are times in every campaign, when characters will seek to raise a small army to achieve their goals. When armies meet, normal BATTLEMASTER combat techniques become far too complicated to resolve a battle involving hundreds or thousands of combatants. However, there is a far simpler method of combat for siege adventures.

The method revolves around the breaking up of a large group of combatants into smaller groups with the same general combat abilities. Once the army has been divided into groups of equal size, each group can be dealt with as an individual unit.

e.g. Sanbadar and Rodan have managed to raise a small mercenary army of eight hundred men, composed as follows:

- 100 Adepts
- 250 Archers
- 150 freed slaves
- 300 barbarians and plains men

These can successfully be divided into sixteen groups of fifty men, each group with its own combat abilities that are general to that group, as follows:

- 2 * 50 Adepts (Ad1, Ad2)
- 5 * 50 archers (Ar1, Ar2, Ar3, Ar4, Ar5)
- 3 * 50 freed slaves (S1, S2, S3)
- 6 * 50 barbarians and plains men (B1 to B6)

After the army has been separated into units, each unit's combat abilities and strengths are reduced to a single number; known as the COMBAT STRENGTH and dependent on an average member of the unit, as follows:

COMBAT STRENGTH (CS) =

hit points

- + **maximum armour hit points / 2, rounded down**
- + **total dodge% / 3, rounded down (calculated regardless of whether mounted or not)**
- + **maximum available parry% / 3, rounded down (only if a shield is used or more than two attacks per round are possible)**
- + **mounted bonus of 10 (only if the unit is mounted)**

e.g.

Adepts: 15 hit points, cloth armour (10 H.P.), 30% total dodge, no parry, not mounted, 2 attacks/round - open hand combat for 2d6 at 150%

CS = 30; 15 (hit points) + 5 (armour/2) + 10 (dodge%/3)

archers: 10 hit points, no armour, no dodge, no parry,

not mounted, 2 shots/round, long bows

CS = 10; 10 (hit points)

freed slaves: 10 hit points, no armour, no dodge, no parry, not mounted, one attack per round, axe and sword

CS = 10; 10 (hit points)

barbarians: 15 hit points, leather armour (40 H.P.), 20% total dodge, 50% parry - small shield, mounted on ponies, 2 attacks/round - sword and axe 1d8 + 1 at 100%, damage bonus of 2

CS = 67; 15 (hit points) + 20 (armour/2) + 6 (dodge/3) + 16 (parry/3) + 10 (mounted bonus)

All combat units have their normal attack% and either one or two attacks per round. Any attacks more than two per round are used in the calculation of the combat strength as the parry component. No parries or specialist combat skills are allowed during combat except for the Warrior skill DOUBLE ROUTINE and the Adept skill INITIATIVE GAIN. All units' standard attributes such as mobility and power remain normal. However, power is unable to be used by a unit in this situation.

Combat takes place much as it would in individual combatant situations. Initiative is rolled as normal and the winner begins his attack sequence - limited to two attacks at most. If a normal or maiming blow occurs then damage is calculated as usual and subtracted from the opponent's combat strength. When a combat strength value is reduced to zero or below, that unit is eliminated. If a deadly blow is scored then the opponent is automatically eliminated.

A combat unit can attack or be attacked from four sides, the front, rear, left and right. If a unit is protected on any side, either by physical features or other units, then it can not be attacked or attack through that side. If a defending unit breaks off from combat all units currently attacking it gain one and only one attack at the fleeing unit regardless of initiative or previous attacks for that round.

All spells affecting an area are considered normally. However, individual magical attacks have no overall effect. Any unit under magical attack is entitled to any applicable Karma Influence (rolled once for the entire group) and damage is taken off the current combat strength for that unit.

Combat units that have suffered damage can regenerate lost hit points at their normal regenerative rates. Also, similar units that have been damaged may be merged into a full strength unit on a proportional basis.

e.g. If the two Adept units have been injured with remaining combat strengths as Ad1 = 16, Ad2 = 14, then these units can be combined into one full strength unit of combat strength 30 and number fifty.

At special times throughout the combat, a unit may be disbanded. This converts the unit back to an equivalent number of its component creatures. If the unit is at full strength then it converts to the same number of creatures as were in the unit when it was first established, otherwise the number of creatures remaining is proportional to the

amount of combat strength remaining. It is only when disbanded that a unit is considered to have fewer than the original number of creatures within it. At all other times the original number of creatures is assumed to be still alive but with reduced abilities.

e.g. If slave unit S1 has only five combat strength points remaining (i.e. half of its combat strength) and is then disbanded, then only twenty-five slaves are in the disbanded group. These disbanded slaves are uninjured.

At the end of siege combat a unit may also be disbanded, giving a proportional number of uninjured individual creatures, or the unit may keep the original number of creatures, all of whom are injured. These injuries may then be healed at normal healing rates or magically.

For effective siege engine fire at a combat unit, there must be at least one fifth the number of siege engines as there are individuals in the combat unit. If the siege engine is firing projectiles that require a direct hit to kill (e.g. ballista spears or rocks) then the actual damage done is proportional to the ratio of the number of siege engines firing and the number of creatures in the unit. If siege engines are firing projectiles that affect an area (e.g. barrels of flaming oil) the minimum number of engines required to affect the unit is still one fifth of the size of the unit but full damage is considered. Having more siege engines than there are unit members has no additional effect on the damage caused.

e.g. 25 mangonels fire rocks at a group of barbarians (B1). The unit has fifty members so the ratio is one half ($25/50 = 1/2$). Thus damage is rolled as 22 (6d6) and only half of this value is subtracted from the combat strength of the barbarians.

10 mangonels fire flaming barrels of oil at a group of barbarians (B1). The damage for the first round is 18 (6d6), the second round 8 (4d6) and the third round 5 (2d6), thus over the three rounds, the barbarians suffer a loss of thirty-one combat strength points.

The area that a unit takes up is determined from the following table:

UNIT SIZE	GROUND AREA REQUIRED
10	10m * 10m
20	15m * 15m
40	20m * 20m
50	25m * 25m
100	30m * 30m
150	40m * 40m
200	45m * 45m
250	50m * 50m

The actual ground area required by a unit is also dependent upon the terrain, so can be determined by the Battle Master within the bounds of the table above. A unit may not pass through an opposing unit's area and must stop when attacked directly by an adjacent unit. An attack by projectile weapons is not considered a direct attack. Friendly units can pass through the same area but, at the end of the round, at most two units can be in any one area and only one of these can be used in combat. All units in

the same area will suffer damage from an attack that affects an area.

Characters in Siege Combat

Characters fighting with a combat unit have little effect on that unit's performance unless the character has a charisma score greater than fifteen. Characters with these high charisma scores are able to rally the troops in the same area as the character. Every charisma point above fifteen adds 10% to the attack% of that unit, while the character is present.

Normally, troops will stand and fight, or follow simple orders that were issued to them before the combat began. If a character is present, however, he will be able to dictate ongoing orders to the combat unit of which he is a member, as well as units within half that character's mobility score. Thus the character could see a weakness in the enemy's defence and direct a nearby unit towards that weakness, or similarly, he can order his unit to break off and assist another unit.

Special characters may also be employed to act as leaders within combat. These characters must be recruited as skilled guard sergeants or captains and will not normally be found easily.

As characters are disregarded in the effects of siege combat, they do not take any damage in combat unless the unit they are with is eliminated. If the unit is eliminated then 1d6 is rolled to determine how many attacks were upon the character concerned. This represents damage taken in combat that the character could not avoid in the final moments before the unit was destroyed. The determined number of attacks are then rolled against the character. All damage is calculated as for normal combat, including parry, dodge and armour. If the character survives, he is then free to either move with his mobility score away from the melee or to stand and fight in normal combat causing the disbanding of the attacking unit in order to fight the character.

If a character is in a unit that is the victim of a magical attack then the character uses his own Karma Influence and any other magical bonuses. This does not affect the outcome of the spell on the combat unit unless manna resistance is considered.

Construction

For construction of buildings, walls, boats etc., materials have a construction strength rather than hit points for the material. This construction strength is based on its components' strength and the manner of design. For constructions the following table is applicable:

MATERIAL	HIT POINTS	ABSORPTION POWER
wood	5	5
reinforced wood	7	7
stone	10	10
metal	15	15
adamantine	20	20
energy wall	impenetrable	impenetrable

A particular construction's hit points are evaluated by using the above table for material strength. The hit points

from the table apply to a one metre by one metre area that is ten centimetres or less thick. Every additional ten centimetres of thickness adds a like number of hit points but no further absorption power. Thus a 10m*10m*10cm wall of stone will have 1000 hit points and will absorb ten hit points of damage every time it is hit regardless of the damage already taken, i.e. if a section of the wall is hit with a small catapult missile for twenty-one hit points the wall will only suffer eleven hit points (21 - 10). Although the entire wall has a large number of hit points, each metre has only ten hit points. Thus if a one metre section of the wall is damaged for ten hit points, the wall is considered to have a 1m*1m hole in it, ten centimetres deep.

Hit points for ships are calculated by multiplying their length in metres by their material hit points by two, e.g. a thirty metre Merchant Man is made of reinforced wood giving total hit points of $30 * 7 * 2 = 420$ hit points.

If any construction is reduced to below 20% of its total hit points it is considered destroyed beyond repair.

Missile Fire

When using a high trajectory siege weapon (catapult, trebuchet etc.) the exact area hit will be determined by first rolling 1d100 to determine if the missile hit. A special hit does no extra damage but means that the exact location desired has been hit. If the hit was successful but not special, 1d10 is rolled. If a 1 or 2 is scored then an exact hit has been done, otherwise the missile has been dropped slightly off course by 1d6 metres in the direction determined by the roll of the 1d10, a score of 3 meaning a long shot directly over the target and then progressing clockwise around the target until a score of 10 means a long shot to the left of the target. The missile will always hit some target. Thus, if the initial 1d100 score indicated a miss then the missile landed $2d10 + 10$ metres off target. The direction off target for a miss is determined by rolling 1d8; a score of 1 being directly over the desired target and then progressing clockwise until a score of 8 indicates a shot over the target and to the left.

DIRECT HIT MISSILES

WEAPON	DAMAGE	AREA	RANGE
small catapult	4d6	1m*1m	300m
mangonel	6d6	2m*2m	400m
trebuchet	8d6	2m*2m	500m
ballista	1d12 + 6	1m*1m	200m
battering ram	20% of rams hit points on impact area of ram		

These large siege weapons usually require more than one person to operate them effectively. Also, they can not be fired every round due to the time required to reload, e.g. a mangonel can only be fired every fourth round.

SIEGE WEAPON RELOADING

WEAPON	ROUNDS TO RELOAD	CREW
small catapult	2	2
mangonel	4	4
trebuchet	4	4
ballista	2	2

Area missiles (e.g. acid vials, flaming oil, or holy/unholy water) will affect differing areas with different damages.



AREA HIT MISSILES

WEAPON	DAMAGE/ROUND			DIRECT HIT SPLASH RIM AREA AREA		
	1	2	3	AREA	AREA	AREA
vial	1d6	0	0		30m	0m
flask, 0.5 litre	2d6	1d6	0	5	1m	1-2m
flask, 1 litre	3d6	2d6	1d6	10	3m	3-5m
siege barrel	6d6	4d6	2d6	15	10m	10-20m

DIRECT HIT AREA is in body locations, other areas are metre radius values.

Any creature directly hit by an area missile has no Karma Influence allowed against the effects of the missile. Creatures in the splash area may attempt a Karma Influence and if successful only take half of the rolled damage, otherwise full damage is sustained. If in the rim area and a successful Karma Influence is determined, then no damage is taken, otherwise one quarter of the generated damage is sustained.

When the missile hits, damage is calculated from the **DAMAGE/ROUND-1** column. Any allowed Karma Influence is determined for this round and its result applied to all three rounds. For two rounds after the hit, damage is also sustained from that missile and determined from the appropriate column.

Holy/unholy water will only affect Undead creatures and their armour is not considered against the effects.

e.g. Sanbadar is the target of a one litre flask of burning oil. The flask directly hits him so no Karma Influence attempt is allowed. Rodan standing close by (2m) is in the splash area (less than 3m distant). Pandora is 4m away and therefore in the rim area. Eygil is 10m away and therefore not affected by the oil. The missile is a one litre flask so three rounds of damage are caused. The three rounds of damage are as follows, 15 (3d6), 8 (2d6), and 5 (1d6). Sanbadar sustains this damage from his total hit

points after armour absorption is considered. Rodan made a successful Karma Influence so he halves the damage in each round and then considers armour absorption. Pandora also made a successful Karma Influence and so takes no damage.

When using siege engines from or against moving targets the skill% of those firing the machines must be reduced due to the movement of the platform or the target.

FIRER	TARGET	REDUCED SKILL%
stationary	stationary	
	slow moving	-25%
	fast moving	-50%
slow moving	stationary	-25%
	slow moving	-50%
	fast moving	-75%
fast moving	stationary	-50%
	slow moving	-75%
	fast moving	-100%

stationary, e.g. catapult on castle wall
slow moving, e.g. water vessel < = 15km/hr
fast moving, e.g. water vessel > 15km/hr, small group of riders

STUNNING AND CONFUSION

It is possible to stun or confuse an opponent in a number of ways, including poison and magic. Any creature that is stunned or confused will have all weapon% values and mobility reduced by half for the duration of the effects. They will also automatically lose initiative to all opponents. A stunned creature is only allowed one strike per round regardless of that creature's normal capability. When confused, a creature may never initiate any attack, only defend, while a stunned creature is still able to initiate an attack. Manna is not able to be focused while stunned but magical items are able to be used. Confusion does not affect the focusing of manna but the caster may not be able to decide which is the correct spell to use. A successful Karma Influence means that the confused creature can cast the desired spell. All attack sequences are limited to one attack or parry.

SUBDUAL

When attacking a creature, the choice may be made to attempt to subdue the creature. This is done by bludgeoning and using the flat of weapons etc. Special hits do no more damage than a normal hit and the victim's armour is always considered. The victim takes no damage off various body locations but rather from its total hit point value. When this total is reduced to -5 the creature becomes unconscious and is considered subdued. It may then be bound or killed at will etc.

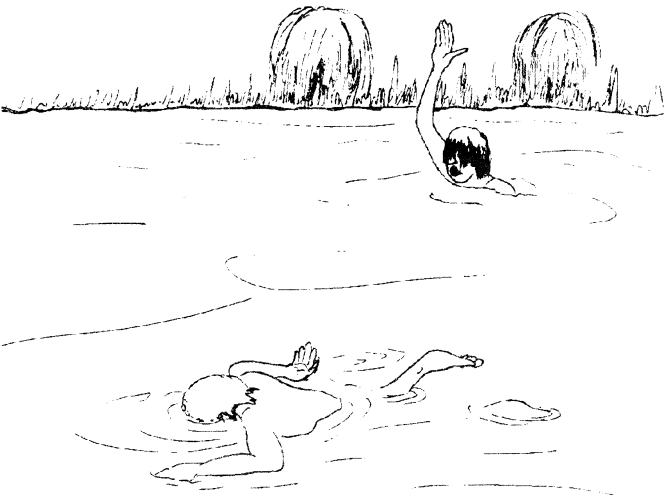
Some creatures, if subdued (notably demons), will perform a service for the subduer as a return for their life. They will, however, usually look upon their subduer with extreme disfavour. An attempt may be made to tame subdued creatures with an intelligence of four to seven.

Bargains may be struck up with creatures with a higher intelligence.

To tame a creature, two weeks per intelligence point of the creature must be spent with the creature in training and taming etc. At the end of this attempt, the creature must attempt a Karma Influence at -10%. If successful, the taming attempt has failed and can not be tried again on that creature.

SWIMMING AND DROWNING

No character can swim if he has a score of zero in his swimming ability. As well, no character can swim while wearing armour from CLASS 3. Wearing armour from CLASS 2 will reduce the swim ability by 4 points and armour from CLASS 1 will reduce it by 2 points. Thus a character must have at least a score of 5 or 6 in his swimming ability to be able to swim while wearing CLASS 2 armour and a score above 2 to swim while wearing CLASS 1 armour. For these purposes magical armour is considered as one class below its normal value.



If a character is unable to maintain his head above water then it is likely that he will drown. The first round that a character is immersed will cause no damage. Each round thereafter, until no longer immersed in water, the drowning character will suffer 1d6 hit points of damage from his total hit points. {CHARACTER CODEX, CHARACTER CLASSES & ABILITIES, General Abilities, SWIM}

TIME

Keeping careful track of time is essential within an adventure or campaign in order to maintain continuity and enjoyment. Also, the distinction between 'game time' and 'real time' should be controlled whenever required. Game time is the passing of time for the characters within the adventure whereas real time is the passing of time for the players themselves.

e.g. a group of players may play BATTLERMASTER one evening for four hours; this is real time. However, during these four hours, several months may pass in the life of the character; this is game time.

During a period of real time, different characters may undertake separate tasks. This may cause different

amounts of game time to pass for each character, resulting in characters not being able to work together.

e.g. The adventuring party of characters splits into two groups and travel separately. Sanbadar, Rodan, and Pandora travel north towards the city. This activity, including all side adventures takes one month - game time. During this period of perhaps one hour (real time) the other characters do nothing because the Battle Master can only control one group of characters at a time. So that the players controlling other characters do not become disinterested, the Battle Master may design side adventures for the first group of characters that allow the other players to control monsters or Battle Master characters. After this first group has been played, the second group must be played. They also travel to the city but use a CHARIOT OF FAR TRAVELLING, taking only one week (game time), with very little associated adventuring, perhaps only fifteen minutes of real time. They are, however, at the city three weeks (game time) before the first group, and hence, all players can still not play together. The second group must perform some other activity, perhaps a town adventure or simply waiting, until three weeks (game time) have passed and the first group arrives. They can then travel and adventure together again.

Within an adventure, time units vary from periods of years down to rounds. A round is considered to be one minute, in which several activities may be performed, generally only one of which, however, will be able to be completed successfully.

As with adventuring time described above, careful tracking of rounds must be done as well.

e.g. Sanbadar bursts into a room just as Rodan is attacked from behind. It takes Rodan three rounds to dispatch his attacker. Thus, Sanbadar has three rounds to search the room or continue with some other task. The fact that he did not help his comrade may be some cause for dissension later.

TRACKING

Characters may learn how to track animals, wagons, groups of people etc. The character's Tracking% must be modified as follows when wishing to undertake the tracking of anything.

	MODIFIER	TIME CHECKED
per member of tracked party	+ 1%	-
type of terrain being tracked through		
EASY: sand, snow, dust, mud	+ 25%	-
MODERATE: grasslands, plains, loose rocky areas	-25%	1 hour
DIFFICULT: through water, hard rocky areas, across wooden or stone floors	-75%	10 rounds

amount of disturbance since track was made

NONE:	0%	-
MINIMAL: re-growth of vegetation	-2%/day	1 week
SOME: breeze, drizzle, some other activity in area	-5%/hour	1 hour
MUCH: wind storm, snow storm, rain storm, much other activity in area	-1%/round	10 rounds

When tracking, the character must roll 1d100 every time that the type of terrain changes or the disturbance in the area changes. The character's Tracking% must be modified using the above figures and compared to the score of the die, a lower or equivalent score indicating that the track has not been lost. Also, after every period of TIME CHECKED, the character must determine if the track has been lost or not. If two times are indicated, e.g. for much activity in a moderate tracking area, then both modifiers are considered but only one roll is required, at the most often occurring time, ten rounds for the example.

If a track becomes lost then every ten rounds spent trying to relocate it will allow a roll of 1d100 to determine if the track has been re-discovered.

TRAP DETECTION AND NEGATION

When a Brigand is attempting to detect or negate a trap it takes a certain amount of time to perform that task depending on the class of trap involved. The following table must be consulted.

	CLASS 1	CLASS 2	CLASS 3
detection per 10 sq m	5 rounds	2 rounds	2 rounds
negation	15 rounds	10 rounds	10 rounds

TRAVELLING

The mobility of a creature is generally used in close encounter situations. However, when travelling across country or on roads, the following tables should be consulted as a guide to distances able to be travelled.

	Mode - FOOT		
	NORMAL	FAST	FORCED
road	30	50	80
mountainous road	20	30	50
plain	20	40	70
swamp	10	15	20
hills	20	30	40
mountains	10	15	20
desert	20	25	30

	Mode - HORSE		
	NORMAL	FAST	FORCED
road	40	60	100
mountainous road	25	35	55
plain	30	50	80
swamp	10	15	--
hills	30	40	50
mountains	5	--	--
desert	15	20	--

	Mode - WAGON		
	NORMAL	FAST	FORCED
road	30	50	60
mountainous road	20	25	--
plain	20	30	--
swamp	--	--	--
hills	5	--	--
mountains	--	--	--
desert	5	--	--

If the mobility of a wagon is required then it is considered to be two thirds of the mobility of the creatures pulling the wagon.

All values are considered to be the distance in kilometres that an unencumbered person (i.e. the encumbrance limit has not been exceeded), horse, or wagon can travel in a day of ten hours. At least six hours of rest must be taken before continuing to travel.

Travelling may actually be maintained for more or less time if necessary, the actual amount of time able to be travelled before a rest of six hours is required being dependent upon the character's constitution.

Normal travelling can be maintained for one hour for every constitution point of the character. Fast travelling can be maintained for two hours for every three constitution points of the character, while forced marching can be maintained for one hour for every two constitution points of the character. After this time has elapsed six hours rest must be taken before being able to continue.

Periods of normal travelling can be kept up indefinitely without affecting a character. However, fast travelling can only be maintained for a number of periods equal to one period for every three constitution points before extended rest is required. Forced marching can be undertaken for a number of periods equal to one period for every five constitution points of the character.

After this maximum number of periods have been travelled, extended rest is required at the rate of:

72 hours - 3 hours for every constitution point of the character.

During extended rest, all abilities of a creature are reduced to half of their normal value.

Thus the formulas for:

1. the number of hours in each travelling period (travelling periods must be separated by six hour rests),
2. the number of periods able to be travelled without extended rest,
3. the amount of extended rest required

are as follows:

PACE	# HOURS IN EACH TRAVEL PERIOD	# PERIODS WITHOUT EXTENDED REST	HOURS OF EXTENDED REST
normal	constitution	indefinite	0
fast	constitution*2/3	constitution/3	72-3*constitution
forced	constitution/2	constitution/5	72-3*constitution

Mapping and Becoming Lost

When travelling through country that is not mapped and no character is familiar with the terrain or no guide is being

used, there is a chance that a group will become lost. This depends on the type of terrain being crossed.

	TERRAIN TYPE	DIFFICULTY
easy	plains, fields	-
moderate	woods, hills, mountains	50%
difficult	forest, desert (arid or arctic), rugged mountains or hills, underground labyrinth	100%

Every hour that a character or group travels through these areas 1d100 must be rolled to determine if the group has become lost or not. If the score is greater than the Chance Lost% then the group has become lost.

Chance Lost% = Group Location% - Terrain Difficulty%

Group Location% = (((highest wisdom in group - 15) + (highest intelligence in group - 15)) * 5%) + 125%

Characters may map areas that they travel through. However, if the characters travel at fast or forced march pace or when considering underground or indoor adventures, if they run, then no mapping can be done.

TREASURE



As the Warrior finally broke through the now crumbling wall, the rest of the party could see the hoard of treasure piled in the exposed chamber. Gold coins glistened among many different coloured gems. Several weapons could be seen throbbing with power amidst strings of pearls and silver jewellery. The group rushed greedily

towards the pile of wealth, unaware of the eyes watching from the far crevice ...

Coinage

There are three different types of coinage used in this economic system. They are made of copper, silver, and gold and have the following relative values.

10 copper coins (c) = 1 silver coin (s)

10 silver coins = 1 gold coin (g)

Magical items are rarely able to be bought and thus have no definite value, except for potions and scrolls which are perhaps the exception to availability, usually being readily purchasable from most Magic Guilds.

Magical Items

There are two types of magical items: RELICS and COMMON MAGICAL ITEMS.

Relics are those items that have great powers and are generally associated with a complex history that is often bloody and violent. Often they do not have readily usable powers, being designed for a specific purpose and requiring special conditions to occur before their powers are revealed. They may be cursed or have adverse powers and can sometimes be found in the possession of powerful entities or Gods. Regardless of what is known of relics it is wise to always treat them with respect and remain alert for any benign manifestation of power. Relics are the realm of the Battle Master. He must control their design, location, and use.

A common magical item is one which has an above average ability for its designed purpose. Generally, these items have one power which is fundamental to their shape, structure and purpose. Thus a common magical sword would be stronger, sharper, and more balanced than a regular sword and have a small magical power enabling it to retain this greater quality. Although excellently crafted swords may be manufactured with the same quality they would not be able to retain that quality after continual and heavy use without the magical power bestowed upon them.

Most common magical items are items used in every day life that have been endowed with magical powers. These include weapons, armour, rings, pendants, cloaks, boots, jewels, gloves etc. Weapons and armour have a magical bonus of between +1 and +7. Such items may be cursed in which case this value is in the range -1 to -7. For weapons, each '+' unit adds 5% to the attack% of the creature using the weapon as well as adding extra damage into the normal damage for the weapon, equivalent to the magical bonus, e.g. a +3 long sword would add 15% (3 * 5%) to the attack% of that weapon and the normal damage caused by the weapon would be 1d8 + 1 + 3 + damage bonus. For every magical point that armour has, it is able to absorb ten more damage points. All magical armour is considered as one armour class below its listed class when considering mobility (it can not reduce the armour to below class one). Thus a +2 suit of leather armour would initially be able to absorb sixty hit points and not restrict the wearer's mobility (as armour class 1). Also, every time a magical item is struck or in a situation where it may be damaged, e.g. caught in a FIRE BURST, it is entitled to a Karma Influence attempt. If the attempt is successful it will take no damage. For magical items that have a '+' attribute, every '+' adds 5% to the standard magical item Karma Influence of 70%.

The magical bonuses for common items rarely exceed five and never exceed seven. Any item with greater powers than this will generally be a relic. Common magical items, particularly weapons, may also have other powers such as flame or invisibility etc.

A MAGIC REVELATION spell will reveal the strength and type of magic in an item unless the item is cursed, in which case the item will seem to be a non-cursed item of equivalent power. A REVELATION spell will reveal the nature of a magic item, cursed or not, but not the power of an item.

Common Magical Item Generation & Description

All common magical items can be randomly generated using the following tables. The Battle Master is quite free, however, to create his own treasure hoards to his own specifications using items from these tables or from his own personal list of magical items.

ITEM TYPE GENERATION (1d100)

01-20	weapon	71-75	charms
21-40	armour	76-80	Toys of the Titans
41-50	potion	81-84	miscellaneous A
51-55	scroll	85-88	miscellaneous B
56-60	wand	89-92	miscellaneous C
61-65	staff	93-96	miscellaneous D
66-70	ring	97-100	miscellaneous E

Magical Weapons

When a weapon is indicated, the class of weapon must be determined and then the type of weapon. The magical bonuses must then be generated. A magical weapon may also have a special effect.

WEAPON CLASS GENERATION (1d100)

01-25	blade	86-90	small shield
26-45	thrusting	91-95	medium shield
46-70	blunt	96-100	large shield
71-85	projectile		

WEAPON TYPE GENERATION - BLADE (1d100)

01-03	Ag-Shar	50-52	Katana
04-16	Axe, Battle	53-55	Krull
17-26	Axe, Great	56-60	Scimitar
27-28	Claw Blade	61-70	Sickle
29-31	Crescent Moon	71-75	Staff, Moon
32-39	Cutlass	76-90	Sword, Long
40-49	Dagger	91-100	Sword, Great

WEAPON TYPE GENERATION - BLUNT (1d100)

01-02	Bokken	54-63	Mace, Light
03-10	Club	64-73	Morning Star
11-18	Cudgel	74-75	Nunchaku
19-28	Flail, Grain	76-85	Staff
29-33	Flail, War	86-95	Staff, Quarter
34-43	Hammer, War	96-100	Whip, Long
44-53	Mace, Heavy		

WEAPON TYPE GENERATION - THRUSTING (1d100)

01-10	Dirk	54-56	Shick
11-15	Fork	57-58	Shield, Bladed
16-18	Fork, Barbed	59-60	Skewer
19-28	Javelin	61-70	Spear, Long
29-38	Lance	71-80	Sword, Short
39-48	Pole Arm	81-90	Trident, Long
49-53	Rapier	91-100	Trident, Short

WEAPON TYPE GENERATION - PROJECTILE (1d100)

01-08	Axe (throw)	64-73	Javelin
09-13	Bow, Long	74-76	Krull
14-28	Bow, Short	77-84	Sling
29-38	Crossbow, Heavy	85-87	Sling, Staff
39-50	Crossbow, Light	88-97	Spear, Long
51-58	Dagger	98-100	Star
59-63	Dart		

If a projectile weapon is indicated that consists of two sections, i.e. all bows and slings (they need arrows, bolts,

and pellets), 1d100 is rolled again. A score of 75 or less means that the actual weapon has been found. Otherwise 3d6 of the appropriate projectile have been found, whether they be arrows, bolts, or sling bullets.

MAGICAL WEAPON SPECIAL ABILITY TABLE (1d100)

01-10 flame +1	46-48 ice +4
11-15 flame +2	49-50 ice +5
16-20 flame +3	51-60 distance
21-23 flame +4	61-70 sharpness
24-25 flame +5	71-80 stunning
26-35 ice +1	81-90 undead disruption
36-40 ice +2	91-100 reptile disruption
41-45 ice +3	

There is a 5% chance that any weapon found will have one of the special abilities listed above. If a special ability is generated that does not pertain to the weapon class generated then the weapon has no special ability.

FLAME: Any weapon that has flame as a special ability will outwardly appear as a normal magical weapon. When the wielder concentrates on the weapon, he is able to cause its blade, arrow head etc. to burst into flame. This flame will cause extra damage as determined by the table. This damage is only considered once in any damage done. Thus all damage is rolled, whether it be normal or special and then the flaming bonus is added once. The flame is also able to ignite flammable items and yields light similar to a torch. The item itself does not burn.

ICE: An ice weapon is always cold and any creature that touches the blade, arrow head etc. will take damage appropriate to the item generated. As with a flaming weapon, an ice weapon's hilt, handle, shaft etc. remain unaffected by the cold. This cold will also cause extra damage when a hit is scored as determined by the bonus generated from the table. This damage is only considered once in any damage done. Thus all damage is rolled, whether it be normal or special and then the cold bonus is added once. The weapon is so cold that it is able to freeze small bodies of water. For each plus generated on the table, twenty cubic metres of water is able to be frozen solid. This freezing will take ten rounds and is an area spreading from and surrounding the weapon. It can not be shaped by the weapon wielder.

DISTANCE: This applies to projectile weapons of all types. It allows the projectile to be fired, thrown, hurled etc. to twice its normal range. Thus if a bow and arrows of distance were used together, four times the normal range could be achieved.

SHARPNESS: If a special hit is scored with this weapon then the body location hit is completely severed due to the extreme sharpness of the weapon. Blunt weapons can not have this special ability.

STUNNING: A weapon with this special ability is, at the wielder's discretion, able to cause a massive bang when it strikes. The creature struck by the weapon will be stunned for a number of rounds dependent on its level. There is no Karma Influence allowed. To calculate how long the creature is stunned for, subtract the creature's level from ten, giving the number of rounds.

UNDEAD DISRUPTION: If a weapon of this type scores damage against any Undead creature (i.e. penetrates its armour) it will explode causing an extra 3d6 hit points of damage to the creature. The weapon itself is not damaged in this explosion unless it is a projectile, in which case it is destroyed.

REPTILE DISRUPTION: If a weapon of this type scores damage against any reptilian creature (i.e. penetrates its armour) it will explode causing an extra 3d6 hit points of damage to the creature. The weapon itself is not damaged in this explosion unless it is a projectile, in which case it is destroyed.

MAGICAL BONUS TABLE - WEAPONS & ARMOUR (1d100)

01-50 +1	81-90 +4
51-70 +2	91-95 +5
71-80 +3	96-100 cursed

If a cursed item is generated then 1d100 must be rolled and this table consulted a second time to determine the value of the curse, the '+' is read as '-'. When determining the strength of the curse all scores of 96 and above are taken again.

Magical Armour

Consult the following table to determine what type of armour has been found and then the MAGICAL BONUS TABLE above, to determine what magical bonus the armour has.

MAGICAL ARMOUR (1d100)

01-05 cloth	46-55 ring mail
06-10 strapped	56-65 scale mail
11-15 slatted	66-85 chain mail
16-35 leather	86-95 plate mail
36-45 studded leather	96-100 plate armour

There is a 5% chance that any suit of magical armour will have a special ability as follows:

SPECIAL MAGICAL ARMOUR (1d100)

1d100 ITEM	01-50	51-70	71-85	86-95	96-100
01-40 Armour of Disenchantment	5	10	15	20	25
41-100 Armour of Dragon Proof	10%	15%	20%	25%	30%

ARMOUR OF DISENCHANTMENT: This armour will radiate a soft purple light while it is still active. The light has the same intensity as a torch. The number generated is the number of '+' bonuses that are able to be negated and taken from weapons that strike the armour. The hitting weapon is allowed a Karma Influence at -25% to avoid the loss.

e.g. if a +5 long sword strikes the armour then the sword gains a Karma Influence at 70% (95% - 25%, i.e. the normal Karma Influence for a +5 weapon less the armour's value). If the Karma Influence is successful then the sword is unaffected, otherwise it loses one '+' and becomes a +4 long sword.

The amount of negation able to be done by the armour must also drop by one. When the total number of negations able to be done is reduced to zero the purple glow fades and the armour reverts to a normal suit of non-magical

armour. While the armour is glowing, no magical weapon can cause it or the wearer any damage.

ARMOUR OF DRAGON PROOF: Suits of dragon proof armour are intricately carved and ornamented with designs of their particular dragon type. When worn, they will make the wearer immune to all special attacks of dragons, i.e. their Dragon Blast and Dragon Fear. Also, it will give the generated% chance to charm any dragon encountered, of the particular armour type, on a roll of 1d100 less than or equal to the generated%. If charmed, a dragon will never attack the character or the group he is with and will perform one service per year. This service must not be directly dangerous to the dragon or the charm will be broken, e.g. a sea dragon swimming through a lava pit. Similarly, the dragon will not allow other activities to occur, such as robbing its treasure hoard or killing its young.

1d100	ARMOUR DRAGON TYPE
01-05	Ice
06-15	Lava
16-30	Mist
31-35	Mountain
36-45	Rock
46-55	Sand
56-65	Sea
66-80	Sky
81-90	Snow
91-100	Swamp

Magical Potions

Drinking a potion requires one round, taking up the imbiber's initiative for that round. For those potions with a variable duration, the Battle Master determines the actual duration. The imbiber is not aware of this time. Three rounds before the expiration of the effects, the creature



concerned will be subject to a strange dizzy feeling causing the imbiber to automatically score a 1 for initiative in that round.

Each potion vial, unless otherwise determined by the Battle Master, will contain enough liquid for only one draught. The entire potion must be consumed for the effects to operate. However, if only some of the potion is drunk then the imbiber may be able to determine what type the potion is, getting a vague feeling that slightly resembles the full effect of the potion. This feeling should be described cryptically by the Battle Master.

MAGICAL POTIONS (1d100)

01-05 Elixir of Death	51-60 Ptn of Diminution
06-15 Elixir of Hasting	61-70 Ptn of Flying
16-20 Elixir of Life	71-80 Ptn of Invisibility
21-30 Lqd of Life Essence	81-90 Ptn of Shifting
31-40 Lqd of Manna	91-100 Serum of Elements
41-50 Ptn of Augmentation	

ELIXIR OF DEATH: (1000 gold coins) This potion will appear as one of the other potions until fully consumed when it will cause the user to lose 2d6 hit points, constitution points and current power points. Only a REVELATION spell will reveal the true nature of the potion.

ELIXIR OF HASTING: (1000 gold coins) This will allow the consumer to move with twice his current mobility for ten rounds. It also allows double the number of strikes per round in melee, not including manna casting and will add two to the imbiber's initiative score.

ELIXIR OF LIFE: (2000 gold coins) This will restore all lost hit points, constitution, dexterity, agility, and power points. It will also remove all endurance penalties from a creature, i.e. a creature that has been seriously injured (reduced below zero hit points on a body location or in total) will become fully functional.

LIQUID OF LIFE ESSENCE: (500 gold coins) This potion will restore 3d4 + 3 lost hit points to the consumer. It does not enable seriously injured creatures to become fully functional.

LIQUID OF MANNA: (1000 gold coins) This potion will have one of two alternative effects. If the consumer is normally a manna user then his manna casting ability will be fully restored as though he had slept for six hours. If the consumer is unable to use manna then he will be protected from the effects of all manna for 1d6 + 4 rounds.

POTION OF AUGMENTATION: (500 gold coins) This allows the imbiber to increase his size by between one and ten size points for 1d4*10 rounds. The appropriate extra hit points are also gained, i.e. one for each extra size point. Natural Dodge is also reduced by 5% for every size point increased. A new damage bonus must also be calculated.

POTION OF DIMINUTION: (500 gold coins) When this potion is drunk it will allow a decrease in size of between one and ten size points for 1d4*10 rounds. The appropriate extra hit points are also lost as well as the character's Natural Dodge% being increased by 5% for

every size point reduced. A new damage bonus must also be calculated. For this and the previous potion the creature concerned chooses the amount of size alteration from between the allowable range. This transformation then takes one round. When the duration expires the creature will resume its normal size in one round. All garments worn and objects carried at the time the potion is drunk will alter size in proportion.

POTION OF FLYING: (500 gold coins) A Potion of Flying allows the user to fly with his normal mobility for 1d4*10 rounds. The creature concerned will not, however, be very manoeuvrable unless it has had much practice.

POTION OF INVISIBILITY: (500 gold coins) This allows the user to become invisible, as the spell MANTLE OF OBSCUREMENT, for 1d4*10 rounds.

POTION OF SHIFTING: (500 gold coins) This allows the imbiber to assume the external form of any humanoid shaped creature. It does not bestow any special abilities, knowledge, or languages of the form taken. The transformation will last for 2d6 hours but may be prematurely terminated by the imbiber.

SERUM OF ELEMENTS: (500 gold coins) This potion will render the user proof against all elemental extremes, including magical fire, cold, lightning etc., for 2d4*10 rounds.

Magic Scrolls

Generally, a scroll will contain only one spell but some may contain up to seven. A scroll can be studied and the spells contained thereon may be learnt, or the spell on the scroll may be read and cast from the scroll. As the manna (and all required power points for some spells) is actually contained within the inks and runes on the scroll, all classes of character are able to cast a spell from a scroll. All creatures with an intelligence above twelve will be able to use the scroll as the spell is written in a special language

that, when combined with the manna, is understandable by all creatures with enough intelligence.

When the spell has been learnt or cast from the scroll the manna is released and the scroll becomes blank. Thus each spell on a scroll is usable only once.

The value of a scroll is 500 gold coins for each spell level on the scroll, i.e. a scroll with two fourth level spells will cost 4000 gold coins. Scrolls are perhaps the exception to availability. They can be bought from most Magic Guild shops. Powerful spells will, however, be rare.

Any Magic Guild shop will have 4d6 scrolls, each with only one spell. These spells will range from level one to six. The level, class, and actual spell can be randomly determined from the list of spells. Scrolls found in treasure hoards etc. can be generated as follows.

SCROLL GENERATION TABLE (1d100)

01-05 Cleric	61-75 Conjurer/Mind Mage
06-30 Conjurer	76-85 Conjurer/Druid
31-35 Druid	86-90 Cleric/Druid
36-60 Mind Mage	91-100 Cleric/Mind Mage

The following table is consulted to determine how many spells are contained on the scroll.

SPELL NUMBER TABLE (1d100)

01-50 1/3/5	96-98 5/7/9
51-70 2/4/6	99 6/8/10
71-85 3/5/7	100 special
86-95 4/6/8	

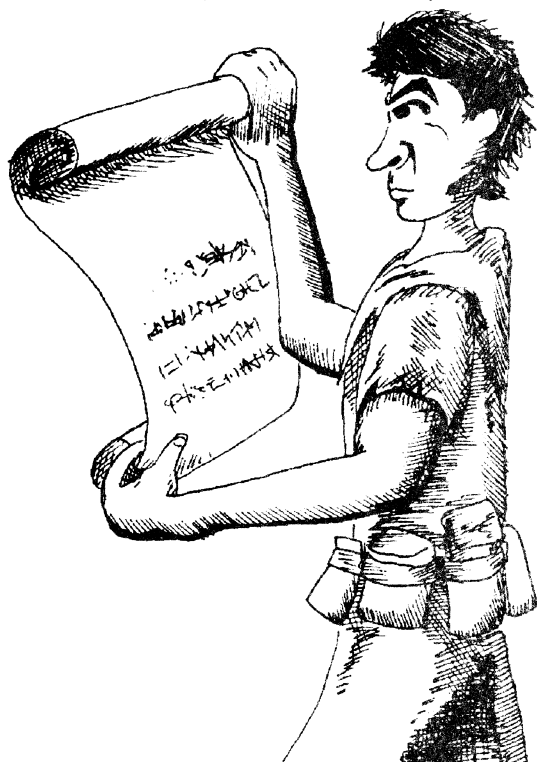
The figure to the left of the first '/' is the number of spells contained if a single class scroll is generated. The second number is the number of spells for a dual character class scroll. The third number represents the maximum level of spell contained on the scroll. If 100 is scored on the die then the manna of the spells on the scroll has become confused and tangled. A scroll like this will explode causing 3d6 hit points of damage to all creatures within ten metres of the scroll when it is first opened. A successful Karma Influence will not halve the damage taken.

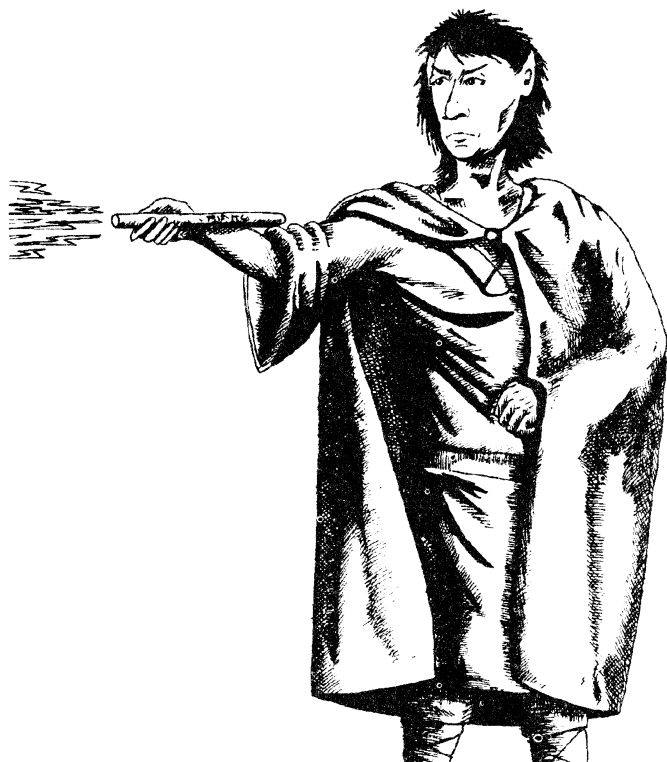
When a scroll is found, the level of the spell is determined and if the scroll is a multiple class scroll then there is a 50% chance that the spell will be from a particular class. The spell is then determined randomly from the list of spells in the TOME OF THAUMATURGY.

Magical Wands

Wands are small plain or carved rods of metal or wood that have been empowered with the ability to release magic of a spell like nature on the utterance of a command word. They do not require the material components for the spells or the use of manna by the user of the wand.

Some wands are able to be recharged by absorbing spells of the type for which it is designed. They will not be able to absorb spells cast at the owner of the wand as the wand must be the specific target of the spell, in which case they will contain and absorb all effects of the spell. Each spell absorption will restore one charge to the wand and generally one use of the wand will expend one charge. They may never be recharged above a maximum of fifteen charges.





Normal wands generally have the command word engraved or carved on them in runes that can be read by most Sages. A wand is able to be used by any character regardless of that character's class.

The actual spell that the wand will cast is randomly determined from the spell list of the class determined below. The amount of manna used to determine the effects of the spell cast from the wand is equivalent to the level of the spell being cast regardless of the amount of manna used to recharge the wand. Thus a level five spell will use five manna points to determine the effects.

WAND SPELL CLASS DETERMINATION TABLE (1d100)

01-20 Cleric	51-80 Druid
21-50 Conjurer	81-100 Mind Mage

WAND SPELL LEVEL DETERMINATION TABLE (1d100)

01-15 level 1	81-90 level 6
16-30 level 2	91-94 level 7
31-50 level 3	95-97 level 8
51-70 level 4	98-99 level 9
71-80 level 5	100 level 10

WAND RECHARGEABILITY DETERMINATION TABLE (1d100)

01-30 rechargeable	31-100 non-rechargeable
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WAND INITIAL CHARGES DETERMINATION TABLE (1d100)

01-05 0	51-60 8
06-10 1	61-70 9
11-15 2	71-75 10
16-20 3	76-80 11
21-25 4	81-85 12
26-30 5	86-90 13
31-40 6	91-95 14
41-50 7	96-100 15

Magical Staves

These staves have special abilities and are not those generated as a magical weapon although they may be used as magical weapons in combat with a magical bonus as per the following tables.

STAFF GENERATION TABLE (1d100)

01-05 Staff of Blinding Parries - charges 3d8
06-15 Staff of Gainful Knowledge - charges 2d6
16-30 Staff of Rope - charges 2d8
51-35 Staff of the Adept - charges 2d6
36-45 Staff of Watery Divides - charges 2d8
46-60 Staff of Wilful Disguises - charges 2d8
61-70 Staff of Conjuration
71-80 Staff of Divine Influence
81-90 Staff of the Druidic Way
91-100 Staff of the Misty Mind

Only the first six staff types have charges and these may not be recharged. The initial number of charges is determined by rolling the dice listed for the appropriate staff. The final four staves are used to store manna points and will initially have 3d4 manna points stored in them when found.

STAFF MAGICAL BONUS DETERMINATION TABLE (1d100)

01-50 +1	86-95 +4
51-70 +2	96-100 +5
71-85 +3	

STAFF OF BLINDING PARRIES: This will allow the wielder to parry any blow or normal projectile without damage to the staff. When the user activates the staff, expending one charge, it will automatically parry any blow desired, directed at any target within two metres of the wielder, regardless of initiative. It will not restrict the user from carrying out further actions in his initiative allowing him to strike or act normally. The staff must be held in one hand, however, possibly causing restrictions, e.g. to a two handed weapon.

STAFF OF GAINFUL KNOWLEDGE: A staff of this type will allow the wielder to use any single general ability (except the TWO WEAPON ROUTINE) to its fullest potential for one day per charge. Thus a character can have his swimming, riding skill, brawling etc. ability score raised to six, or by 50%, whichever is applicable, for the duration of the charge.

STAFF OF ROPE: This staff will transform into a twenty metre coil of rope when willed to do so by the wielder. The rope will obey simple commands of its owner such as 'tie around the door handle' etc. The rope has fifty hit points that will all be restored every time it changes form. It will tie itself around any object but unwilling participants are allowed a Karma Influence attempt against being tied. It can not be snapped but can be cut. One charge is expended every time the staff transforms into rope form. This transformation lasts for one hour and extra charges may be used to increase the time it will remain in rope form by one hour per charge.

STAFF OF THE ADEPT: This staff allows the user to utilise the Adept skills of INITIATIVE GAIN, JAGGDA LEAP, and SURPRISE GAIN as though he had done twenty,

eight, and ten weeks training respectively. Each time an ability is used, one charge is consumed.

STAFF OF WATERY DIVIDES: This allows the user to part water up to ten metres deep. The wielder parts the water in a ten metre radius around the staff. This dividing action is operational for ten rounds for each charge used.

STAFF OF WILFUL DISGUISES: This staff allows the user to appear as any normal person of his race, e.g. carpenter, mason, store keeper, banker, butcher etc. The user will be able to assume the identity and carry out the function of the assumed character with 90% accuracy. Each disguise expends one charge and lasts for one day. The staff can only be used in a general role and will not mimic specific individuals.

STAFF OF CONJURATION: This allows any Conjurer to store up to twelve manna points in the staff. These manna points can then be focused as though they were the Conjurer's own, as long as the Conjurer has hold of the staff. Once used, the manna points can be replaced in the staff by casting one or more spells of the appropriate number of manna points at the staff which will contain and absorb the spell.

STAFF OF DIVINE INFLUENCE: As the Staff of Conjunction but only usable by Clerics.

STAFF OF THE DRUIDIC WAY: As the Staff of Conjunction but only usable by Druids.

STAFF OF THE MISTY MIND: As the Staff of Conjunction but only usable by Mind Mages.

Magical Rings

Rings are possibly the most powerful common magical items. Some rings verge on relic status themselves. Due to this powerful magic only one ring can be worn on any hand due to the constricting interaction of the magic disabling all effects of all rings on that hand if more than one is worn. Also, two rings of the same type cannot complement each other. The stronger power overrides the weaker. Rings do not use charges as the power is in force while the ring is worn.

RING GENERATION TABLE (1d100)

1d100 ITEM	01-50	51-70	71-85	86-95	96-100
01-10 Band of Body	1	2	3	4	5
11-20 Band of Pockets	1	2	3	4	5
21-25 Band of Power	2	4	6	8	10
26-35 Immortal's Band	1	2	3	4	5
36-38 Ring of Enslavement					
39-43 Ring of Life	1	2	3	4	5
44-48 Ring of Reflection	2	3	4	5	6
49-68 Ring of Skilful Evasion	5%	10%	15%	20%	25%
69-70 Ring of Terminators	1	2	3	4	5
71-80 Ring of the Ever Present Shield	1	2	3	4	5
81-100 Warrior's Ring	1	2	3	4	5

BAND OF BODY: This will increase the wearer's constitution points by the amount generated. It will also increase the wearer's hit points on the body and also possibly on his body locations as well as other attributes and abilities that rely on constitution.

BAND OF POCKETS: This ring has a number of extra

dimensional spaces as determined by the table. An item that can be held in one hand can be placed in one of these spaces. It can then be summoned from the space, instantly appearing in the hand on which the ring is worn. Any object that was in the hand takes the place of the summoned object within the ring.

BAND OF POWER: When worn, this ring allows the wearer to utilise its power points as though they were his. These power points are always available to the wearer until used. They must then be regenerated before being able to be used again. The ring will regenerate its power points at a rate of one per day. They will be completely restored by the casting of a LIFE FORCE spell on the ring.

IMMORTAL'S BAND: A ring of this type allows the wearer to survive comfortably without food or water for the number of weeks generated.

RING OF ENSLAVEMENT: When this ring is first worn by a character, that character must attempt a Karma Influence. If the attempt is successful then nothing happens to this character whenever he puts the ring on. However, if the attempt fails then the character's current power is immediately reduced to one and can not be restored until the ring is removed which can only be done by a REMOVE CURSE spell. Until the ring is worn for the first time it will appear as a Band of Power to all methods of detection except a REVELATION spell which will reveal its true nature.

RING OF LIFE: This will regenerate lost hit points to the wearer at the rate generated every ten rounds, adding to any natural regenerative powers due to exceptional constitution.

RING OF REFLECTION: This ring will reflect an amount of manna equivalent to the value generated from the table. The manna effects will be directed back at the caster. If the spell cast at the wearer contains more manna than the ring is able to absorb, none will be reflected. However, it does give an added Karma Influence against the spell. This Influence bonus is the value of the ring's reflective power multiplied by 5%. If a Karma Influence is not normally allowed, this ring permits a normal attempt by the wearer, with no ring bonuses. In the cases where two rings are able to reflect a spell at each other, the spell will be negated.

RING OF SKILFUL EVASION: This ring will allow the wearer to add the ring's generated power to his Natural Dodge%.

RING OF TERMINATORS: The ring contains the number of Terminators indicated and is not rechargeable. Once a Terminator is summoned by speaking the summoning rune engraved on the ring, the Terminator cannot be replaced in the ring. It will demand the name of a victim three times. The wearer must reply to one of these demands, naming a victim for the Terminator to kill, or the Terminator will attack the wearer. The Terminator will then do everything in its power to kill the victim and will always know the victim's exact location. Once the victim is slain, the Terminator is freed and once the

Terminator is given the name of a victim, nothing can stop it, apart from complete destruction (see TERMINATOR in the CREATURE COMPENDIUM)

RING OF THE EVER PRESENT SHIELD: This ring will absorb damage equivalent to the figure generated. This absorption will take place before any damage is taken from the body but after damage is taken from the armour. It also absorbs damage from deadly blows.

WARRIOR'S RING: This ring will increase the wearer's total hit points by the amount generated. This may increase the hit points on the body locations as a result of the total hit point increase.

Charms

Charms are possibly the most common of magical items. They are generally small tokens of semi-precious metal or gems about a centimetre in size. They can be incorporated into clothing, pendants, jewellery, rings, bracelets, or found separately. They are not generally powerful items but are useful none the less, having a very general effect and can be utilised by any class. There is no restriction as to the number of charms that can be worn by a single character although two charms of the same type will not have a cumulative effect.

CHARMS (1d100)

1d100 ITEM	01-50	51-70	71-85	86-95	96-100
01-05 Charm of Animals	5%	10%	15%	20%	25%
06-10 Charm of Avians	5%	10%	15%	20%	25%
11-20 Charm of Bad Luck	-5%	-10%	-15%	-20%	-25%
21-30 Charm of Calling	1enc	2enc	3enc	4enc	5enc
31-35 Charm of Death	+5%	+10%	+15%	+20%	+25%
36-55 Charm of Gambling	+5%	+10%	+15%	+20%	+25%
56-70 Charm of Good Luck	+5%	+10%	+15%	+20%	+25%
71-90 Charm of Languages	50%	60%	70%	80%	90%
91-95 Charm of Marines	5%	10%	15%	20%	25%
96-100 Charm of Reptiles	5%	10%	15%	20%	25%

CHARM OF ANIMALS: The generated% indicates the chance of an animal looking favourably on the wearer in any encounter. This applies to all normal and giant animals but not to mythical creatures such as Mist Dragons or Unicorns.

CHARM OF AVIANS: The generated% indicates the chance of an avian creature looking on a character favourably in any encounter. This applies to all normal and giant avian creatures but not to mythical creatures such as Sky Dragons or Pegasi.

CHARM OF BAD LUCK: This charm appears to have the same effect as a charm of good luck. However, the bonus is deducted from the wearer's Karma Influence. The charm is very hard to get rid of, as it is so small and will continually find its way back to the wearer if discarded. It can only be discarded completely by casting a REMOVE CURSE spell upon the wearer.

CHARM OF CALLING: This charm allows the wearer to draw to his hand, any item within ten metres that is the generated encumbrance factor or less. The activation of the charm requires one round of concentration. The object must be able to be seen by the charm wearer and can not be fixed in place.

CHARM OF DEATH: This charm will add the bonus

indicated to the wearer's Karma Influence against 'DEATH' magics that allow such. It will also allow a Karma Influence attempt, at the generated%, against 'DEATH' magics that do not normally allow an Influence, such as those found on some relics.

CHARM OF GAMBLING: This charm is a mixed blessing. The bonus indicates the chance that the wearer will commence gambling when any opportunity to do so arises. However, it also gives that bonus to the amount of winnings.

e.g. a character is wearing a 20% charm. At the end of a night's gambling he has won two hundred gold coins. This figure is then increased by 20%. If he had lost two hundred gold coins the charm would have saved him 20%.

CHARM OF GOOD LUCK: The charm adds the bonus indicated to the wearer's Karma Influence.

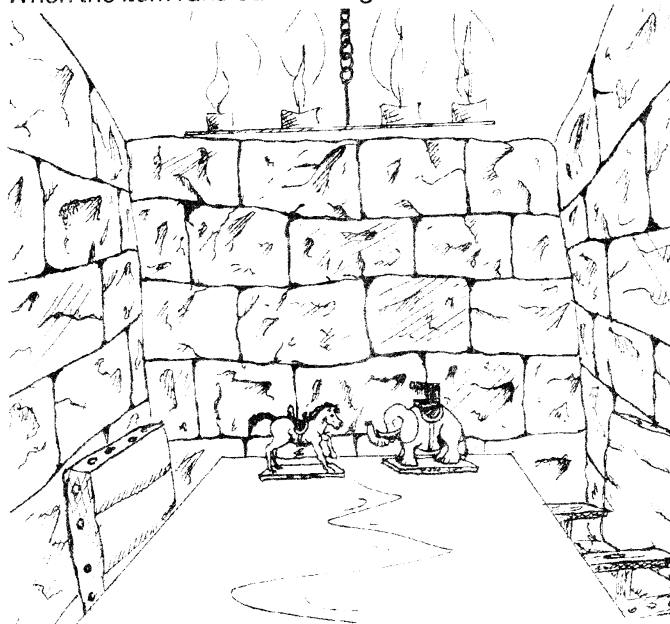
CHARM OF LANGUAGES: The charm allows the wearer to understand the generated percentage of any spoken language. It does not confer the ability to speak that language.

CHARM OF MARINES: The generated% indicates the chance of a marine creature looking favourably on a character in any encounter. This applies to all normal and giant marine creatures but not to mythical creatures such as Sea Dragons.

CHARM OF REPTILES: The generated% indicates the chance of a reptile looking favourably on the wearer in any encounter. This applies to all normal and giant reptiles but not to mythical creatures such as Rock Dragons.

Toys of the Titans

The Toys of the Titans are a number of large items that are able to shrink to pocket size upon utterance of a command word which is generally engraved upon the item. Every time the command word is uttered by the owner, the magical item will transform. Each shift of size, from pocket size to actual size or the reverse, will expend one charge. When the item runs out of charges it will remain in that size



forever. These items are extremely valuable and must be used wisely as they cannot be recharged. Any item that suffers physical damage will be completely repaired when it changes size. The items require one round to perform a transformation. These items will usually but not always be found in their reduced size.

TOYS OF THE TITANS GENERATION TABLE (1d100)

01-10	Ballista
11-15	Bridge (30m)
16-20	Cage (10m*10m*10m)
21-30	Canoe (5m)
31-40	Hut (5m*5m)
41-60	Trebuchet
61-70	Wagon
71-75	War Elephant
76-95	War Horse
96-100	Yacht (15m)

TOYS OF THE TITANS CHARGE DETERMINATION TABLE (1d100)

01-50 5	86-95 11
51-70 7	96-100 15
71-85 9	

All boats are fully fitted and sea worthy. All weapons are loaded and have a further twenty rounds of ammunition. The war horse and war elephant are both fitted with full riding harness and plate mail armour. The horse has twenty-five hit points and the elephant has forty hit points. Both are magically alive, requiring no food or water. The hut is made of wood and is able to withstand one hundred kilometre per hour winds without taking damage. It has two windows and one door. The bridge is a rope suspension bridge and will join to any object. It has fifty hit points in every one metre section.

Miscellaneous Magical Items

AMULET OF THE TOWERING MIND: This medallion of a semi-precious stone set in precious metal gives a percentage reduction in the amount of time that has to be spent in learning a desired spell by any Mind Mage wearing the item while studying. Also, it benefits minor class Mind Mages by allowing them to utilise six manna points rather than five as the maximum allowed when casting spells.

APPARATUS OF GREAT CONJURATIONS: This set of many delicate instruments and devices can be used by Conjurers when studying scrolls and spells etc. When using the apparatus for this purpose it gives a percentage reduction in the amount of time that has to be spent in learning the desired spell. Also, one of the small items within the set can be carried by the Conjurer. This particular item benefits minor class Conjurers by allowing them to utilise six manna points rather than five as the maximum allowed when casting spells. This item is usually different for each set of apparatus.

AUREOLA OF ARMOUR: An Aureola of Armour gives the amount generated as armour for the head and neck of any creature while it is being worn on the head. It does not function with any other form of armour in these two locations and appears as a small gold band which will reshape itself to fit around the head of any creature that

MISCELLANEOUS ITEMS GENERATION - A (1d100)

1d100 ITEM	01-50	51-70	71-85	86-95	96-100
01-05 Amulet of the Towering Mind	5%	10%	15%	20%	25%
06-10 App. of Great Conjurations	5%	10%	15%	20%	25%
11-15 Aureola of Armour	40	60	80	100	120
16-20 Axe of Mighty Felling	5	4	3	2	1
21-25 Bag of Clouds	2	5	10	15	20
26-30 Balm of Healing	5	10	15	20	25
31-35 Band of Holding	1m	2m	3m	4m	5m
36-40 Book of Legends	25%	40%	60%	75%	90%
41-45 Boots of Leaping	3m	6m	9m	12m	15m
46-50 Boots of Stealth	25%	30%	40%	50%	60%
51-55 Boots of Swiftess	3mb	6mb	9mb	12mb	15mb
56-60 Boots of Trandy Landstriding	5ch	7ch	9ch	11ch	15ch
61-65 Brass Monkey	2	5	8	10	15
66-70 Brazier of Pontification	5%	10%	15%	20%	25%
71-75 Bung of Great Corking	10cm	40cm	80cm	150cm	200cm
76-80 Cage of Enslavement	20sz	30sz	40sz	50sz	60sz
81-85 Can of Illusions	1	2	2	3	4
86-90 Canon of Belching Flame	60	120	150	240	300
91-95 Candle of Divine Light	10	15	25	40	60
96-100 Cape of Constriction	1d6	2d6	3d6	4d6	5d6

MISCELLANEOUS ITEMS GENERATION - B (1d100)

1d100 ITEM	01-50	51-70	71-85	86-95	96-100
01-05 Cape of the Conjurer	40	60	80	100	120
06-10 Cauldron of Hunger	0.2km	0.5km	1km	1.5km	2km
11-15 Chime of Summoning	l2	l4	l6	l8	l10
16-20 Cloak of Camouflage	25%	30%	40%	50%	60%
21-25 Cloak of Flying	5ch	7ch	9ch	11ch	15ch
26-30 Cockroach Broach	15%	20%	25%	30%	35%
31-35 Crystal Ball	30%	40%	50%	60%	70%
36-40 Curtain of Separation	Wood	Wood	R.Wood	R.Wood	Stone
41-45 Dart of Direction	1	2	3	4	5
46-50 Discus of the Swift Courier	0.1km	0.5km	1km	2km	5km
51-55 Divining Rod	200m	400m	600m	800m	1km
56-60 Elrod's Backpack	25enc	30enc	35enc	40enc	50enc
61-65 Empty Bucket	10l	20l	40l	60l	100l
66-70 Flying Carpet	50	60	80	100	120
71-75 Gloves of the Adamant Dest.	1	2	3	4	5
76-80 Goblet of Eternal Wine	2dys	4dys	6dys	8dys	10dys
81-85 Golden Fleece	10%	15%	20%	25%	30%
86-90 Gzilian Tiara	10	25	50	100	500
91-95 Helm of Eyes	5ch	7ch	9ch	11ch	15ch
96-100 Helm of Revelation	5ch	7ch	9ch	11ch	15ch

places it on its head. It can be worn by Mind Mages.

AXE OF MIGHT FELLING: This axe appears as a normal magical battle axe and can be used in combat as a +1 weapon. However, when used against a stable structure, it is able to chop through a thickness of material from the table below in each time period generated from the item table.

MATERIAL	AMOUNT CHOPPED
wood	20cm
reinforced wood	15cm
stone	10cm
metal	5cm
adamantine	2cm

e.g. 87 was rolled to determine the strength of the axe, i.e. a time period of two rounds. Thus, the axe can chop through 20cm of wood, 15cm of reinforced wood, 10cm of stone, 5cm of metal, or 2cm of adamantine every two rounds.

BAG OF CLOUDS: This small grey sack contains many clouds that, once drawn from the bag, will expand into a thick fog, covering an area of dimensions 20m*20m*20m. A number of clouds can be pulled from the bag each day as determined by the generating table.

MISCELLANEOUS ITEMS GENERATION - C (1d100)

1d100 ITEM	01-50	51-70	71-85	86-95	96-100
01-05 Hip Flask	1p	2p	3p	4p	5p
06-10 Holy/Unholy Symbol	10%	15%	20%	25%	30%
11-15 Hook of Deft Attachment	50%	60%	70%	80%	90%
16-20 Horseshoes of Pace	3mb	6mb	9mb	12mb	15mb
21-25 Incences of Trios	2	5	10	15	20
26-30 Jewel of Energy Barriers	20	30	50	70	100
31-35 Kazoo	1	2	3	4	5
36-40 Ladder of High Climbing	5m	10m	15m	20m	30m
41-45 Lantern of Penetrating Light	30m	40m	50m	70m	100m
46-50 Manual of Arms	15%	20%	25%	30%	35%
51-55 Mariner's Conch	25m	50m	75m	100m	150m
56-60 Medallion of Strength	+1	+2	+3	+4	+5
61-65 Medallion of Constitution	+1	+2	+3	+4	+5
66-70 Medallion of Agility	+1	+2	+3	+4	+5
71-75 Medallion of Dexterity	+1	+2	+3	+4	+5
76-80 Medallion of Intelligence	+1	+2	+3	+4	+5
81-85 Medallion of Wisdom	+1	+2	+3	+4	+5
86-90 Medallion of Charisma	+1	+2	+3	+4	+5
91-95 Mimic's Robe	2hrs	3hrs	4hrs	5hrs	6hrs
96-100 Minstrel's Lute	50m	100m	125m	150m	200m

MISCELLANEOUS ITEMS GENERATION - D (1d100)

1d100 ITEM	01-50	51-70	71-85	86-95	96-100
01-05 Mirror of Far Scrying	30%	40%	50%	60%	70%
06-10 Monocle of Cypher	50%	60%	70%	80%	90%
11-15 Mug of Death	m	m	s	s	f
16-20 Net of Ensnarement	10	12	15	20	25
21-25 Orb of Light and Dark	10m	15m	20m	25m	30m
26-30 Pandora's Bandage	2hp	3hp	4hp	5hp	6hp
31-35 Panniers of Little Burden	75enc	90enc	105enc	120enc	150enc
36-40 Pendant of Reaction	1	1	1	2	3
41-45 Pin of Fastening	2cm	5cm	10cm	15cm	20cm
46-50 Plume of Knightly Skill	20%	30%	40%	50%	60%
51-55 Poor Man's Purse	5c	5s	5g	10g	20g
56-60 Pot of Stew	2	3	4	5	6
61-65 Quill of the Magi	50%	60%	70%	80%	90%
66-70 Robe of the Watery Depths	5ch	7ch	9ch	11ch	15ch
71-75 Rod of Echoing Noise	25m	50m	75m	100m	150m
76-80 Rope of Command	10m	20m	30m	40m	50m
81-85 Roving Staircase	2	3	4	5	6
86-90 Sack of Indestructibility	5enc	8enc	10enc	15enc	20enc
91-95 Saddle of Excellent Riding	1	2	3	4	5
96-100 Serpent's Bangle	10%	15%	20%	25%	30%

BALM OF HEALING: This ointment is usually stored in small earthenware jars. Each jar will contain a number of applications of the ointment as determined from the generation table. When the balm is applied to a wound it will heal 2d4 + 2 lost hit points.

BAND OF HOLDING: This is a small flexible ring having a diameter in centimetres equal to the figure generated from the table. However, when its command rune is spoken it can be expanded up to a diameter in metres equivalent to the figure from the table. It can then be placed over objects and then shrunk, holding anything within it tightly together. It can only be removed by the person who put it in place or by a successful DISPEL MAGIC spell cast against it at -25%.

BOOK OF LEGENDS: A book of this type is a large tome that contains the true text of many legends. This is not necessarily the facts of the story but merely the correct version of the legend. When knowledge of a legend is sought 1d100 must be rolled and compared to the Legend Lore% of the book as generated from the table. If the score is less than or equal to the Legend Lore% then the legend desired is contained in the book.

MISCELLANEOUS ITEMS GENERATION - E (1d100)

1d100 ITEM	01-50	51-70	71-85	86-95	96-100
01-05 Silk Web	20m	30m	50m	75m	100m
06-10 Sticks of Barring	10m	20m	30m	40m	50m
11-15 Talisman of Fast Talking	30%	40%	50%	60%	70%
16-20 Talisman of Inkling	30%	40%	50%	60%	70%
21-25 Talisman of the Mind	30%	40%	50%	60%	70%
26-30 Talons of Climbing	25%	30%	40%	50%	60%
31-35 Tarot of Travelling	2cads	3cads	4cads	5cads	6cads
36-40 Tassel of Shooing	2m	5m	10m	15m	20m
41-45 Teeth of Gnawing	5	4	3	2	1
46-50 Tinder Flint	5m	10m	15m	20m	25m
51-55 Token of the Forest Warden	5%	10%	15%	20%	25%
56-60 Token of Manna Rift	1m	5m	10m	15m	20m
61-65 Tools of the Armourer	100	200	300	400	600
66-70 Tortoise Shell	50	60	80	100	120
71-75 Trumpet of the Dragons	2	3	4	5	6
76-80 Turban	5	8	10	15	20
81-85 Turquoise of Entrapment	l2	l3	l4	l5	l6
86-90 Velum of Enscrollment	3	5	7	9	10
91-95 Wheel of Turning	6mb	9mb	12mb	15mb	21mb
96-100 Window of Viewing	5cm	10cm	20cm	50cm	100cm

However, only 1d10 * 10% of the legend will be contained. Each legend can only be tested once in any particular book.

BOOTS OF LEAPING: These boots will allow the wearer to leap vertically by the amount generated. Horizontal leaps of twice this distance are possible.

BOOTS OF STEALTH: Boots of this type allow the wearer to move with relative quiet, even over such terrain as dry leaves and dead undergrowth. The generated% is added to the character's Furtive Movement%.

BOOTS OF SWIFTNESS: These boots will increase the wearer's natural mobility by the amount generated. This new natural mobility is then considered when the mobility is reduced due to the type of armour worn etc.

BOOTS OF TRANDY LANDSTRIDING: Wearing these boots allows the wearer to expend a charge and move normally over any terrain including water, ice, mud, quicksand etc. Each charge will permit this type of movement for twenty rounds.

BRASS MONKEY: This is a small statue of a monkey about five centimetres high. The statue has a number of small brass hairs which may be plucked from the monkey. If they are placed on the ground, each hair will increase in size to a fully grown ape in one round. The ape will serve the owner of the Brass Monkey faithfully to the best of its ability for one full day before disbanding. It will be able to understand the user's instructions. The monkey will regrow one hair each year to a maximum of ten hairs. The number of hairs initially present is indicated from the generation table.

BRAZIER OF PONTIFICATION: This small iron brazier, with a small golden spoon, is used by Clerics. The spoon has two purposes. Firstly, it must be used to put incense into the burner for it to have its effect and secondly, when it is carried by a minor class Cleric it allows that Cleric to utilise six manna points as a maximum allowed rather than the normal five. When the brazier is used to burn incense placed in it by the spoon during the prayers of the Cleric to gain a new spell, the

time required in prayer will be reduced by the percentage generated from the table.

BUNG OF GREAT CORKING: This small cork usually has a rune burnt into its top. When this rune is spoken and the cork touched, it will grow in size up to its maximum diameter generated. Thus, if it were placed in a hole before it was expanded then it would grow to fill the hole. It can only be caused to return to its original size by the person who enlarged it or by a successful **DISPEL MAGIC** spell at -25%.

CAGE OF ENSLAVEMENT: This cage is usually very small when first found, usually measuring only several centimetres or up to one metre on each side. However, it is able to be expanded up to a size sufficient to contain creatures with a total size up to that generated from the table. The cage has a door which can only be opened by the owner of the cage or by a successful **DISPEL MAGIC** spell at -25%.

CAN OF ILLUSIONS: This item is a small closed can with a lever on its top. When the lever is pressed, a fine mist sprays out. If the user concentrates as the mist is sprayed he may form an illusion of the type generated from the table (1, 2, 3, or 4), otherwise the mist will dissipate. When found, a can will have 4d6 sprays available. The area able to be covered by the illusion is up to 10m radius per spray.

CANDLE OF DIVINE LIGHT: These tapers are usually thick candles decorated with ancient runes and will shed light to a range in metres equal to the figure determined from the table. No Undead creature with an intelligence of twelve or less will be able to willingly enter the glow and if caught in it will suffer 1d6 hit points of damage directly from its body each round that it is within the glow. Other Undead creatures may willingly enter the glow of the candle but will still suffer damage. It will not affect Shadow Riders but will cause harm to demons. The candle will burn for a number of rounds equal to twice the figure from the table.

CANON OF BELCHING FLAME: This ornately carved and decorated iron tube is open at one end and closed at the other and measures in centimetres the value generated from the table, thus the larger canons will be quite heavy, having an encumbrance of the generated figure divided by ten. There is a small hole in the top of the canon near the closed end. When a sulphur ball is dropped into this hole a ball of flame will burst from the open end. This flame ball can be fired out to a range in metres equal to the number from the table. It will cover an area in radius equal to the table figure divided by ten and cause damage in d6 equal to the table figure divided by thirty to all in that area. The effects of the fire ball are similar to those of a **FIRE BURST** spell. The canon can be fired every two rounds as a siege engine.

CAPE OF CONSTRICTION: A cape of this type appears as any other magical cape or cloak. However, the first time that the cape has a cause to flurry about in the wind or catch itself on a stick or branch etc. it will wrap itself around the head and neck of the wearer, choking and suffocating him, causing damage to his body as

determined from the table. A successful Karma Influence must be performed to realise that the cape itself was actually the cause of the 'accident'. A **MAGIC REVELATION** spell will not reveal the nature of the cape while a **REVELATION** spell will.

CAPE OF THE CONJURER: This cape is a long, hooded, flowing robe. When worn by a conjurer it gives the generated amount as armour to all body locations and can not be damaged. The cape does not function with other types of armour and does not hinder mobility.

CAULDRON OF HUNGER: When a Cauldron of Hunger is filled with food and set upon a fire, creatures within the range generated from the table will be attracted to the location of the cauldron. To attract creatures, food typical of that creature must be cooked in the pot. Individual creatures may be attracted if food that is a particular favourite of that creature is cooked.

CHIME OF SUMMONING: This item comes in many different forms. Each, however, is some form of chime, be it a small, delicate, crystal chime or a huge iron bell. Each chime has a particular mythical, demonic, or godly creature associated with it, the type of creature usually resembling the type of chime. Thus, small delicate chimes will typically have creatures such as Fairies whereas large, ponderous, loud-ringing bells may have some form of high-level demon associated with them. When the chime is struck, the creature associated with the bell will appear and perform a service for the ringer. The chime may be used as often as desired but the summoned creature will become extremely antagonistic or disruptive if summoned continually or unnecessarily, attempting all in its power to pervert the required service.

CLOAK OF CAMOUFLAGE: A Cloak of Camouflage allows the wearer to blend in with his surroundings in a similar fashion to the ability of moving furtively. The generated% is added to the wearer's Furtive Movement%.

CLOAK OF FLYING: This cloak bestows the ability to fly, upon the wearer. A charge must be expended, giving ten rounds of flight and allowing the wearer to fly with his normal mobility. The wearer will not, however, be very manoeuvrable unless he has had much practice.

COCKROACH BROACH: This appears as a small beetle or cockroach that has been joined to a small coin of some description. The coin can be carried or worn on a chain etc. It renders the wearer free from the attention of any insects. All insects meeting the wearer will completely ignore him if a roll of 1d100 is less than or equal to the character's Karma Influence plus the generated bonus%. This includes **KAGGEN** but does not affect spiders of any description.

CRYSTAL BALL: A crystal ball has the indicated opportunity of locating any item or person known to the user. It also has a chance of viewing a particular area that the user has visited and become familiar with. It can only be



used once per day and the viewing will last for 2d12 rounds.

CURTAIN OF SEPARATION: This curtain appears in all respects to be a cloth curtain of excellent quality and usually high cost, often being woven with designs or murals. When the owner of the curtain wishes, the curtain will transform into a wall of the material generated from the table, i.e. either wood, reinforced wood, or stone. The curtain will also affix itself to any solid objects beside it, e.g. to the edge of a doorway if hanging in the doorway.

DART OF DIRECTION: The Dart of Direction can be asked the number of questions per day as determined by the table. The dart must be placed on a level surface where it will spin around and indicate the compass direction of any desired destination. It is also able to point the direction for questions such as "where is the nearest water?", "where is the nearest magic?" etc. It appears as a normal dart and can be used as a +5 weapon.

DISCUS OF THE SWIFT COURIER: This item appears as a normal discus such as is used in athletic competitions. However, when a message is written on its surface in holy water it can be used in a different way. The message, once written, will quickly fade as the water dries. The discus can then be cast into the air in the general direction of the person who is to receive the message. If that person is within the range of the discus as generated from the table it will continue to fly towards the desired recipient, eventually landing nearby. Once the discus is in the hands of the recipient the message will reappear long enough to be read and then fade completely. If the recipient is not out in the open the discus will fly to the nearest possible point to the recipient, possibly crashing into a wall of a house etc.

DIVINING ROD: This appears generally as a small wooden forked branch, though it may be made of metal. A Divining Rod is attracted to a particular material within the range determined from the table. In the hands of the user it will lead him to that particular material with unerring accuracy. The types of material that the Divining Rod can locate are listed below (1d8). A single Divining Rod can locate only one sort of material.

1	Copper	5	Gems
2	Silver	6	Magic
3	Gold	7	Water
4	Jewellery	8	Iron

ELROD'S BACKPACK: Elrod's Backpack appears as any normal backpack of good quality. However, it is able to contain equipment up to the generated amount of encumbrance and never have an encumbrance of more than twenty.

EMPTY BUCKET: An Empty Bucket always appears as a normal bucket with a small amount of water sloshing around its bottom and will never weigh more than a normal bucket of this type. It is, however, able to hold liquids in volume equal to the number of litres generated from the table.

FLYING CARPET: The carpet can appear in any shape and

design, but is generally two metres in length. It is typically woven with gold or silver thread and embellished with at least one thousand gold coins worth of gems. The carpet will always have a command word woven into its fabric (though this can sometimes be difficult to locate). The carpet can carry a number of creatures up to a total size value as determined by the table and has a mobility of eighteen. It can fly for an hour each day and can travel up to sixty kilometres. If it is torn it will lose its flying ability. In combat the carpet is treated as +5 cloth armour, i.e. a hit exceeding six hit points will cause the carpet to attempt a Karma Influence. If this fails it will tear.

GLOVES OF THE ADAMANT DESTROYER: These snug fitting gloves add the figure generated, only once, to any damage caused by hand to hand combat weapons (swords, axes, hands etc.). This damage is not part of the weapon's normal damage but an extra amount added after all normal and special damage is calculated. They also add this value multiplied by 5% to the attack% for all hand held weapons. These gloves can, unlike normal weapons, cause damage to constructions, e.g. castle walls, at a rate of hit points equal to 5 times the figure generated from the table. Also, they have an armour absorption value of ten multiplied by the table generated figure, plus eighty.

GOBLET OF ETERNAL WINE: This goblet can be drained and will automatically refill itself with excellent wine, a number of times each day as generated from the table. Although goblets are more common it is not unknown, although rare, to find a CASK OF ETERNAL WINE.

GOLDEN FLEECE: The fleece appears as a large sheep skin jacket or jerkin. As the jacket has no sleeves it can be worn by a humanoid of any size above five. It can be worn over any armour and adds sixty absorption points to chest and abdomen armour (as +5 cloth armour). The fleece renders the wearer free from the effects of intense heat or cold and adds the generated% to any Karma Influence attempts against magical heat and cold (including Dragon Blasts).

GZILIAN TIARA: This appears as a simple golden band that is worn around the head. It acts as a +5 metal helm (120 absorption factor) and allows the wearer to directly contact anyone via telepathy. The person must be well known to the wearer and the distance between the two is determined in kilometres from the table.

HELM OF EYES: A *Helm of Eyes* gives the wearer vision in all directions, a three hundred and sixty degree arc. It also allows the wearer to subtract two from any time surprised. If a charge is expended the wearer will gain enhanced night vision for one hour. The normal vision does not require a charge.

HELM OF REVELATION: This helm allows the wearer to expend a charge and see all things as they actually are to a range of sixty metres (see the spell REVELATION).

HIP FLASK: This is a small metal flask made of gold or silver but is otherwise unremarkable except that there are small runes engraved into its cap. The flask will

create a number of potions (usually LIQUID OF LIFE ESSENCE) each week as determined from the table. The potion must be drunk directly from the flask as once it touches another container the potion will revert to water. The flask must be filled with water before it can create the potion.

HOLY/UNHOLY SYMBOL: These religious symbols will give the Cleric an added bonus, as generated, to his chance of turning or controlling Undead creatures. A non-Cleric will also be able to use this item to enhance his chances of turning or controlling Undead creatures.

HOOKE OF DEFT ATTACHMENT: This grappling hook is able to magically attach itself to almost any surface that is the slightest bit rough. When it is thrown against the surface 1d100 must be rolled and score less than or equal to the generated%, causing the hook to stick firmly in place until removed.

HORSESHOES OF PACE: Once these are fitted to a horse they will increase the horse's natural mobility by the bonus generated. They can only be fitted to one horse and when that horse dies, the shoes will lose their magical power.

INCENSES OF TRIOS: These incenses are found in small leather pouches, each containing the number of doses generated from the table. When the incense is cast into a brazier it will flare into a cloud of coloured smoke and have a particular effect on all creatures within ten metres. Each incense pouch will usually contain a different type of incense as follows:

1d100	Incense Type	1d100	Incense Type
01-03	-1d4 Strength	31-37	+ 1 Strength
04-06	-1d4 Constitution	38-44	+ 1 Constitution
07-09	-1d4 Agility	45-51	+ 1 Agility
10-12	-1d4 Dexterity	52-58	+ 1 Dexterity
13-15	-1d4 Intelligence	59-65	+ 1 Intelligence
16-18	-1d4 Wisdom	66-72	+ 1 Wisdom
19-21	-1d4 Charisma	73-79	+ 1 Charisma
22-24	-1d4 Power	80-86	+ 1d4 Power
25-27	Blindness, 1d4 days	87-93	+ 3d6 Hit Points
28-30	Insane, 1d4 days	94-100	-3d6 Hit Points

Any attribute points lost will be restored in the normal manner while any that are gained will only remain for 1d4 days. Current Power points that are gained will remain until used.

JEWEL OF ENERGY BARRIERS: This crystal will initially have 6d6 facets, indicating the number of charges remaining within the jewel. As each charge is expended, one of the facets will disappear. Thus, when all charges have been used, the jewel will become perfectly spherical. When a charge is expended it will form an energy barrier as per the BARRIER spell with any area up to that generated from the table in square metres. The minimum dimension of a barrier is one metre. Only one charge can be used each round and a barrier may use another energy barrier as one of its supporting pillars.

KAZOO: This is a small musical instrument that is often confused with a MINSTREL'S LUTE. The Kazoo requires no skill to play, and makes a single sharp note when blown. It is generally made of some precious

metal and looks like a tiny flute some eight centimetres long and when played will summon the type of animal applicable to that Kazoo. The animals will remain in the service of the caster for the number of days generated from the table. The Kazoo can be used but once each day and does not always summon the same number of animals. It must be used in the open air to work effectively. The type of animal that the particular Kazoo summons can be generated with 1d6. The animals will require 1d10 rounds to appear.

ANIMAL (1d6)	NUMBER SUMMONED
horse	1d6
dog	2d6
wolf	1d6
hawk	1d3
giant eagle	1
brown bear	1d2

LADDER OF HIGH CLIMBING: This ladder may be magically extended from its normal two metre length up to the maximum length generated from the table. This extension and subsequent retraction is caused by the uttering of a command word that is usually carved into one of the wooden rungs. The ladder may also be retracted by the successful casting of a DISPEL MAGIC spell at -25%.

LANTERN OF PENETRATING LIGHT: These lanterns appear as normal hooded lanterns but are able to cast their light to an extended range as generated from the table.

MANUAL OF ARMS: This large tome will increase the reader's attack% in one weapon by the amount generated. The book takes three weeks to study and once read, the character can gain no further benefit from it. Each character that reads the book will gain a different Attack% increase, thus the generation table must be consulted for each character reading the book.

MARINER'S CONCH: When this large ornately carved and bejewelled shell is blown into and the resulting sound occurs, all hostile marine animals within the range of the shell, generated from the table, will become calm and depart from the area.

MEDALLION OF STRENGTH; CONSTITUTION; AGILITY; DEXTERITY; INTELLIGENCE; WISDOM; CHARISMA: These medallions will add the bonus indicated to the wearer's normal score. This is considered as the character's new value while the medallion is worn. It gives all benefits such as Karma Influence, dodge etc. which may be affected by the increased score.

MIMIC'S ROBE: This appears as a drab grey robe with black embroiding. However, the robe has a command word woven into its fabric (this can sometimes be difficult to locate). When the command word is spoken the robe is able to mimic any complete outfit, uniform or mode of dress. It can even mimic the various armour types exactly. The robe is able to perform this transformation into any costume once per day. It will mould itself to be a perfect fit on the wearer. When the robe forms armour it will have the same armour value and mobility restrictions as the armour it is mimicing. It

cannot mimic any of the magical abilities of any armour or outfit. The time that the imitation is active is determined from the table.

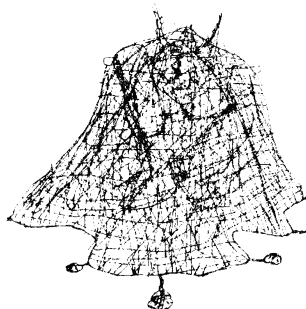
MINSTREL'S LUTE: A Minstrel's Lute can be any musical instrument and is hard to discern from a normal instrument except that it will be made of perfect materials and exhibit great craftsmanship. When played, all creatures within hearing distance of the instrument must make a successful Karma Influence or pause to listen to the music. Once a creature stops to listen to the music, it will be charmed until the musician stops playing. Each round that the user plays the instrument, all creatures in range must attempt a Karma Influence until they are affected or the musician stops playing. Playing the instrument will generally require the complete attention of the musician, although, depending on the instrument, he may walk around. Once a creature is beyond the range of the musical instrument it is free of the charm and will be able to act normally next round. To use the instrument the player must have some skill in its use; six weeks practice and instruction.

MIRROR OF FAR SCRYING: These items are usually full length silvered glass mirrors although smaller ones are sometimes but rarely found. The mirror has the indicated opportunity of locating any item or person known to the user. It also has a chance of viewing a particular area that the user has visited and become familiar with. It can only be used once per day and the viewing will last for 2d12 rounds.

MONOCLE OF CYPHER: The monocle is a small lens that is held in front of one eye. It has the chance indicated of deciphering any written words, including ancient runes. Only one attempt can be made on any given piece of writing. If the monocle fails to read the writing, no further attempt can be made for that particular writing with that particular monocle.

MUG OF DEATH: A mug of this type appears as any normal cup or mug. However, any liquid placed in and drunk from the mug will have become a mild, serious, or fatal poison as determined from the table. The liquid will remain to all appearances as normal until consumed, when its effects will be felt.

NET OF ENSNAREMENT: A net of ensnarement can be thrown up to ten metres. It has a 100% chance of successfully catching the desired victim, less the victim's current total dodge%. If the throw is successful then the victim is tightly wrapped in the net and can do nothing. The net is extremely strong and can not be snapped, although it can be cut. A total of fifty hit points will cut enough of the net to destroy it and enable ensnared victims to escape. A Brigand with ESCAPOLOGY may attempt to slip free from the net at half his current Escapology%. The net can only be taken off a victim by the person who cast the net. A



number of creatures with total size points up to and including the size of the net, generated from the table, can be ensnared at any one time.

ORB OF LIGHT AND DARK: This many faceted crystal is able to illuminate an area equivalent in radius to the value generated. It will emanate brilliant white light equivalent to sunlight, having the appropriate effects on creatures within the glow that are adverse to bright light. It is also able to bathe the area in black light, allowing only the user to see in the darkness.

PANDORA'S BANDAGE: This bandage appears as a normal bandage except that it is forever clean, never staining or becoming dirty. When it is applied to a wound it will heal lost hit points at the rate generated from the table in each hour of application.

PANNIERS OF LITTLE BURDEN: These large cane baskets designed to be strapped across the backs of beasts of burden are able to contain the amount of equipment in encumbrance units as generated from the table without ever weighing more than fifty encumbrance units.

PENDANT OF REACTION: This is a small pendant of precious or semi-precious metal that is generally found on a thin chain of similar substance. It is unremarkable except for a single rune engraved in the pendant's centre. When worn, the wearer gains the generated score on all initiative rolls.

PIN OF FASTENING: The length of each pin is determined from the generation table. Thus they vary in appearance from small delicate pins to long iron spikes. When the pin is in place it can not be removed except by the person who put it there or a successful DISPEL MAGIC spell cast against it at -25%. Thus they can be used for many tasks including pinning broken armour straps together or nailing the hinges of castle gates to the stone walls.

PLUME OF KNIGHTLY SKILL: These highly decorative plumes made from many-coloured feathers and rich cloth must be worn atop a battle helm for their power to function. Once per day the wearer may rally all allies within sixty metres, causing all affected to add the plume's bonus to all their combat abilities. The power of the plume will last for 4d6 rounds.

POOR MANS PURSE: This is a small purse that appears much like any normal purse. However, at each sun rise it will produce the number and type of coins indicated but only if the pouch is empty. If it contains any coins it will produce none that day.

POT OF STEW: This small iron pot will provide food, three times each day, for the number of people generated from the table. The pot must be filled with water, grass, berries, roots etc. and then simmered on a fire for a half hour. After this time the contents will have become a nutritious, meaty flavoured, although somewhat leafy, stew.

QUILL OF THE MAGI: This item is particularly important to all manna using characters. It is the only item that is mandatory for writing magic scrolls. Without a Quill of

the Magi the runes and instructions written cannot contain the manna needed. The Quill is generally a special feather from a mythical creature, such as a Sky Dragon or Pegasus, that has been fitted with an expensive and perfect nib of great craftsmanship. The nib alone is generally worth 500 gold coins. When a scroll is written, 1d100 must be rolled and a score achieved less than or equal to the generated% from the table in order to determine if the writing of the scroll was successful.

ROBE OF THE WATERY DEPTHS: This robe enables the wearer to expend a charge and move through water with his normal mobility. It also bestows the ability to breath under water. Each charge will last for twenty rounds.

ROD OF ECHOING NOISE: This item appears as a small rod of metal or wood about fifteen or twenty centimetres long, with one end rounded and slightly larger than the other. When this end is spoken into, the voice is amplified and can be heard up to the distance generated from the table. The voice is able to be heard over strong wind and other surrounding noise.

ROPE OF COMMAND: A Rope of Command will obey simple commands of the owner, typically tying itself to door handles etc. Unwilling creatures are allowed a Karma Influence attempt against being tied by the rope. The rope is of a length as determined by the table. It has fifty hit points and can be cut but not snapped.



ROVING STAIRCASE: This item appears simply as a set of loose boards and is therefore often overlooked. The number generated from the table is the number of boards in the set. An edge of a board can be placed against any stable object and it will affix itself to this object. Thus the boards can be placed so that they form a series of platforms or stairs. They are easily removed unless something is atop them, in which case they will remain firmly affixed. Thus by removing lower boards and placing them above higher ones, the boards can be used to ascend vertical surfaces.

SACK OF INDESTRUCTIBILITY: This appears as a normal hessian or cloth sack. However, the sack is indestructible and its contents are protected from any external damage. The sack is proof against dropping, fire, lava, acid, cold, age, etc. and any contents will be safe no matter how fragile. The sack will always appear as a small sack but will be able to contain material up to the encumbrance value determined from the table. It will never weigh more than the encumbrance of a small sack.

SADDLE OF EXCELLENT RIDING: These excellently carved saddles endow the rider, while still in the saddle, with the generated bonus on top of his natural horse riding skill.

SERPENT'S BANGLE: The bangle appears as a small snake which is biting its own tail. It is generally made of semi-precious or precious metal and renders the wearer immune to all serpent poison and adds the generated% to the Karma Influence against all other poisons.

SILK WEB: This item appears as a spider web constructed from fine black silk. If the web is presented boldly stretched between two hands, any spider or spider like creature within the range of the web, as determined by the generation table, must make a successful Karma Influence at -25% or be charmed. Each spider must attempt a Karma Influence each round it is in the presence of the web until it is charmed. The charmed spider will remain charmed until the web is put away or moves out of range. Although the user may attempt to get the spider to perform tasks, communicating with a spider is not easy.

STICKS OF BARRING: This pair of sticks, when planted firmly in the ground no further apart than the distance generated from the table and within direct sight of each other, will cause an invisible and impenetrable barrier to form between them. The barrier is the same height as the sticks which is one tenth the distance generated from the table. The sticks can only be removed from the ground by the person who planted them there or by casting a successful DISPEL MAGIC spell against them at -25%.

TALISMAN OF FAST TALKING: This item, often being part of a piece of jewellery such as a medallion or bracelet, will allow the user to fabricate the most outlandish tales or excuses and get away with them. The chance of success is that generated on the table.

TALISMAN OF INKLING: When the user concentrates on the immediate surroundings (radius 150 metres) the talisman has a chance of revealing any danger present. It will not reveal the type of danger but merely that danger is present. The chance of detecting danger is that determined on the generation table.

TALISMAN OF THE MIND: When the user concentrates on a particular person or creature within thirty metres, the talisman has a chance of reading the victim's current thoughts. The chance of reading these thoughts is determined from the generation table and a value less than or equal to this must be scored with 1d100 each round that the attempt is made.

TALONS OF CLIMBING: This set of talons comprises four pieces, one to strap to each hand and one for each foot. They are strong metal spikes that assist in climbing all surfaces with the generated% added to the character's climbing%. They also negate the need to use special climbing equipment with no penalty.

TAROT OF TRAVELLING: The cards in this deck all appear as blank grey tabloids. When a drawing is done on a card, the card can be used to automatically transport up to six creatures to the location depicted on the card. For every 100 gold coins spent in materials and labour to draw the location there is a cumulative 10% chance that the transportation will occur

successfully. If the transportation does not work then all who would be transported to the depicted location are instead transported to some random location, at the Battle Master's discretion, up to 100 kilometres from the depicted location.

TASSEL OF SHOOING: When attached to a helm, hat, or around someone's head etc. the tassel will flutter about in the breeze or as the wearer moves his head. This will cause all insects to keep away from the wearer to a range as generated from the table.

TEETH OF GNAWING: These metal teeth are placed in the mouth over the character's normal teeth. They are, however, fairly grotesque and will reduce the character's charisma by two points. Once put in the mouth they can only be removed by casting a DISPEL MAGIC spell on them. This spell will not affect the teeth but simply allow them to be removed. While wearing the teeth, a character is able to bite, chew, or gnaw his way through any substance at the rate generated from the table. The amount able to be gnawed through each time period depends upon the type of material and is as follows:

MATERIAL	AMOUNT GNAWED
wood	10cm
reinforced wood	7cm
stone	5cm
metal	2cm
adamantine	1cm

e.g. 87 was rolled to determine the strength of the teeth, i.e. a time period of two rounds. Thus, the teeth can chew through 10cm of wood, 7cm of reinforced wood, 5cm of stone, 2cm of metal, or 1cm of adamantine every two rounds.

The teeth also allow the wearer to bite in combat for 1d8 hit points with an Attack% of 80%.

TINDER FLINT: This appears much as a normal tinder flint with the exception of a single small rune engraved on its surface. The tinder flint is able to ignite any substance with one strike. It can cause rock, metal, wet wood and even ice to burst into flame. The flame is smokeless and does not damage the substance it burns on, though the flame will generate normal heat and burn anything touching it. The flint is ideal for small concealed camp fires etc. The fire leaves no trace and can be extinguished normally. If the flint is thrown with force it will explode on impact liberating 6d6 hit points of fire in a radius generated from the table. The flint will then be destroyed.

TOKEN OF MANNA RIFT: This item is usually a small perfect crystal. It causes a Manna Rift with an area in radius as generated from the table. In this rift no manna is able to be focused.

TOKEN OF THE FOREST WARDEN: When a Druid has one of these tokens while praying or studying for a new spell, the time required in praying will be reduced by a percentage as generated from the table. Also, it allows minor class Druids to utilise a maximum of six manna points when casting spells rather than the normal five.

TOOLS OF THE ARMOURER: This set of small armourer's

tools allows the user to repair armour in a miraculous way. The tools are able to repair the number of hit points determined from the generation table on any set of armour, including magical armour. This reparation takes one hour and can only be done on each set of armour once per day.

TORTOISE SHELL: This appears as the top shell of a small tortoise and appears much like a shallow bowl composed of scales. The shell can only be differentiated from its worthless look-alikes by the small gold or silver embossed runes etched on the inside of the shell. The shell can be worn on the head and will act as a +5 full helm, absorbing 120 hit points of damage. It can be worn by Mind Mages. It can also be used as a +5 plate mail chest piece or a +5 large, medium, or small shield, at the discretion of the wearer. If the runes are read, the shell can be expanded up to a size sufficient to carry creatures with total size points equivalent to that generated from the table. It will function as a small punt or a large raft, floating on water and moving in the desired direction of the owner at a rate of six mobility regardless of tide and wind direction.

TRUMPET OF THE DRAGONS: This appears as an ornately carved musical horn with a dragon depicted on its side. It can be blown a number of times each day as determined by the table and when blown will issue the dragon's special weapon as appropriate to its type and age. The emission is exactly the same as the Dragon Blast of the same type.

DRAGON AGE (1d6)	DRAGON	TYPE (1d6)
1 - 3	hatchling	1 Lava
4 - 5	mature	2 Mist
6	ancient	3 Sea
		4 Sky
		5 Snow
		6 Swamp

TURBAN: The turban appears as any normal turban but the cloth will be high quality and possibly valuable. There is a command word woven into the turban (although it is sometimes hard to locate). When the command word is spoken it allows the wearer, once per day, to vary his size by up to the amount generated from the table. The change will last for one hour. This includes anything the user is wearing or carrying. The turban is regarded as +5 cloth armour.

TURQUOISE OF ENTRAPMENT: This is a small jewel of value calculated by multiplying the jewel power by two hundred to give a gold coin value. The jewel contains a small figure of a demon, which is, in fact, a trapped demon. If the jewel is broken the demon will be free and will perform one simple service for the character that freed the demon. The service will not extend longer than one day and if the demon is still in service at the end of twenty-four hours without fully completing the service, it is free to locate the character and attack him. If the demon completes the service within the allowed time, he will return to Hades without harming the character. The bonus of the jewel indicates the level of the demon trapped inside.

DEMON TYPE

2	Minion Demon
3	Midgie Demon
4	Demon Hag
5	Stalker Demon
6	Bone Snapper Demon

VELUM OF ENSCROLLMENT: These fragile sheets of velum or parchment have powerful magical properties. They are able to absorb spells that are cast at the holder of the sheet which must be held forward when the target of the spell. The spell will be absorbed by the velum which will then become a magical scroll of the cast spell. Each sheet of velum will be able to contain a number of levels of spell as determined from the table. As each level is then used from the scroll that part of the scroll will crumble to dust.

WHEEL OF TURNING: A wheel of this type appears as any normal wheel of any size and type, possibly from a spinning wheel or a wagon etc. The wheel can be set in motion by the owner and will move at speeds up to the mobility generated from the table until willed to stop by the owner or the owner becomes unconscious. The speed of the wheel can be changed at any time by the owner with one round of concentration.

WINDOW OF VIEWING: When this small framed pane of crystal is placed against a solid surface, what lies beyond the surface becomes visible through the window. The thickness of the surface can be no more than the distance generated from the table.

WAKING

Any creature that is in normal sleep can be woken by pushing, slapping, shaking, etc. Creatures that are asleep and in the vicinity of loud noise, including that caused by combat, and are not physically disturbed, may or may not awake. If they are successful with a Karma Influence attempt then they awake. Otherwise they remain asleep for that round.

Any creature woken is unable to perform any action in the round it awakes and must subtract 3 from its initiative score in the first round after it awakes.

WATER CRAFT AND SKILLS

There are six general types of water craft that exist within BATTLEMASTER. These types do not correspond to the Sailing Skill of a character. The Sailing Skill corresponds to the skill level of the character in the chosen water craft type.

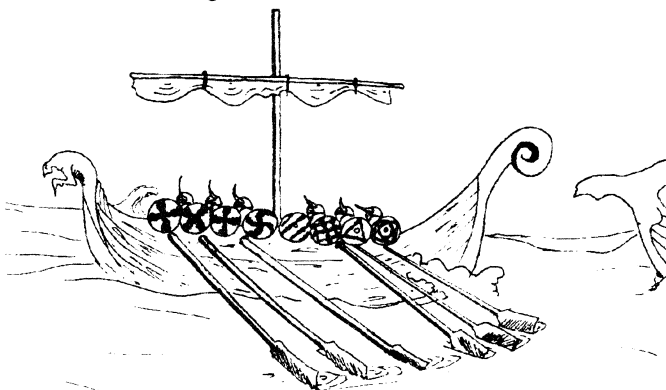
Water Craft Types

RAFT: These craft can be used in places of relatively calm water or where a strong current exists. They may be poled along at 5km/hour or one half of the current speed, whichever is greater. This means that they can not be poled against a current of 5km/hour or more. Rafts may use a sail that is square rigged and can run at speeds up to one fifth of the wind speed. Rafts can be built to any size and of any suitable material and depending on the size and strength of the raft it will take from two hours up to four days to build.

ROW BOAT: Row boats are man powered vessels up to ten metres in length. These craft are generally one third as wide as they are long. They are capable of speeds ranging up to 10km/hour (plus any current speed in the same direction) thus no headway can be made against currents of 10km/hour or more. To reach the maximum speed possible there must be a crew of two men for every four metres of boat length. If a full crew is not available, the maximum speed is reduced proportionally, e.g. if an eight metre craft (four men required for maximum speed) has only three men available (only two of these can row as only a multiple of two can row successfully together), the maximum speed attainable is 5km/hour (plus any current speed) as they have only one half of the man power required to propel the craft. It will take between one and four weeks to build a row boat.

SKIFF: This class includes all sailing craft of ten metres length or less. The width of these vessels is generally one third to one quarter of the length of the vessel. They are capable of speeds up to but not exceeding 20km/hour (never greater than wind speed). The rigging can be of any fashion. This type of craft is highly manoeuvrable and requires no time to change direction. They can accelerate at a rate of 5km/round. A minimum crew of one man for every two metres of boat length is required to successfully sail the vessel. Generally, a skiff requires one to four months to build.

GALLEY: Any ocean-going, oared vessel over ten metres in length falls into this class. In width, craft of this class are generally one fifth to one sixth of their length. They are able to be rigged for sailing in which case they can reach speeds up to 20km/hour, while when under oar power they can achieve speeds up to 25km/hour. Only square sails will be rigged. When under oar power these craft are highly manoeuvrable and require no time to change direction. When under sail they manoeuvre as a Man O' War. When oared they can accelerate at speeds up to 5km/round. To crew a Galley effectively, two oarsmen, one each side of the boat, are required for every two metres of boat length. In a standard design Galley, these oarsmen take up the centre two thirds of the craft, e.g. a forty metre Galley requires a crew of forty men in order to achieve speeds of 25km/hour. If only twenty-four crew are available then the maximum speed attainable is 15km/hour, i.e. three fifths of the maximum speed. A Galley can be built over a period from two to eight months.



MERCHANT MAN: All Merchant Man craft are sail powered only. Any non-square-sail vessel over ten metres but less than fifty metres falls into this craft class. These craft are generally one third as wide as they are long and are capable of a maximum speed of 25km/hour but never at speeds greater than three quarters of the wind speed. They are manoeuvrable and only require five rounds to change direction. To attain maximum speed and keep sails trim etc. a crew of one man for every two metres of vessel length is required. If a full complement of crew is not available then the maximum speed attainable is reduced proportionally to the reduced number of crew in the same fashion as in the previous classes. Merchant Man craft take from between ten and eighteen months to construct.

MAN O' WAR: Any square-sailed ship over ten metres in length or any normally rigged ship over fifty metres in length falls into this class. They are generally one quarter to one fifth as wide as they are long. These ships are capable of maximum speeds of 30km/hour but never at speeds greater than the speed of the wind. They are fairly cumbersome and require ten rounds to change direction and can only accelerate at 1km/round. To attain maximum speed, a Man O' War requires a crew of two men for every three metres of vessel length. If not fully crewed then the maximum speed is reduced proportionally. When building a Man O' War vessel it usually takes between twelve and twenty-four months of construction time.

Hit points for ships are calculated by multiplying their length in metres by their material hit points by two, e.g. a thirty metre Merchant Man made of reinforced wood has total hit points of $30 \times 7 \times 2 = 420$ hit points.

If a ship is reduced to 20% of its hit points it is considered damaged beyond repair and will begin to sink, taking a varying time to reach a stage where all on board must abandon ship or start to drown, depending on the following table:

1d100	TIME TO SINK
01-20	1d4 rounds
21-80	2d6 + 8 rounds
81-100	2d6 * 10 rounds

When damage is caused to a ship it will usually be caused to areas above the water line. However, if the attack was a deadly blow then damage will be caused below the water line and if the hull is breached the vessel will begin to sink as per the above table.

Water Vessel Skill Level

There are six levels of water vessel experience and a character may be generated initially with some knowledge in this area, his Sailing Skill level corresponding to the following list of Sailing Skill classes. If a character chooses water craft class 1 or 2 as the class in which he is competent then regardless of the Sailing Skill value, the character is considered to be able to handle the craft in all but extreme circumstances. This is because the skill classes refer to sailing craft and galleys rather than to rafts and row boats.

1. **LIMITED EXPERIENCE:** can only sail competently in

the general direction of the prevailing wind, i.e. within 30 degrees of wind direction. Any variation from that will involve a 1% chance per degree per hour of the vessel sustaining storm damage, e.g. a character with this level of experience is attempting to sail north while the wind is blowing from the south west. The sailor is 45 degrees off wind direction and thus has a 15% chance of sustaining storm damage which must be checked every hour of sailing. Any character from this class attempting to sail a Merchant Man or Man O' War vessel will take five times the normal time to affect a change in direction.

2. **SAILOR:** can sail up to forty-five degrees off wind direction without risking storm damage. Further than forty-five degrees incurs penalties as the first class. Sailors attempting to sail a Merchant Man or Man O' War vessel will take four times the normal time to affect a change in direction.
3. **EXPERIENCED SAILOR:** can sail up to sixty degrees off wind direction without risking storm damage. Further than sixty degrees incurs penalties as the first class. Experienced sailors attempting to sail a Merchant Man or Man O' War vessel will take three times the normal time to affect a change in direction.
4. **MATE:** can sail up to seventy-five degrees off wind direction without risking storm damage. Further than seventy-five degrees incurs penalties as the first class. Mates attempting to sail a Merchant Man or Man O' War vessel will take twice the normal time to affect a change in direction.
5. **EXPERIENCED MATE:** can sail up to ninety degrees off wind direction without risking storm damage. Further than ninety degrees incurs penalties as the first class. Experienced mates attempting to sail a Merchant Man or Man O' War vessel will not incur any penalty when attempting to affect a change in direction.
6. **CAPTAIN:** can sail up to one hundred and five degrees off wind direction without risking storm damage. Further than one hundred and five degrees incurs penalties as the first class. Captains attempting to sail a Merchant Man or Man O' War vessel will not incur any penalty when attempting to affect a change in direction.

The maximum off wind direction noted for each skill level is the general heading for the ship. Thus a Captain could pilot a ship in a fifteen degree south of east direction if the wind was blowing to the north, without risking storm damage. The maximum off wind direction attainable by any vessel is one hundred and thirty-five degrees, i.e. southeast against a wind blowing to the north. For a Captain this would incur a 30% chance of suffering storm damage each hour. For high wind speeds the maximum off wind direction is reduced. The amount of reduction is 2% for every kilometre per hour of wind speed greater than the maximum speed attainable of the ship.

e.g. an 80km/hr wind pushing a Man O' War which has a maximum speed of 30km/hr, a difference of 50km/hr. Regardless of the skill of the pilot, the ship will not be able to travel at a course that is greater than 35% off wind direction.

Any wind above forty kilometres per hour has the following chance of causing storm damage to ships at sea. A check must be made every hour to determine if storm damage has been sustained or not.

WIND SPEED	SAFE	STORM DAMAGE
41-50km/hour	01-80%	81-100%
51-60km/hour	01-60%	61-100%
61-70km/hour	01-40%	41-100%
71-80km/hour	01-20%	21-100%
> 80km/hour	01-10%	11-100%

Storm damage is considered as 6d6 hit points against the structure of the ship.

WEAPON LIST

The following tables give the attributes of all available weapons. Some weapons have special attributes as noted below.

When drawing a claw blade it is considered to be a two handed weapon as both hands are required to successfully attached it correctly. Thus only one may be drawn in any round. Although drawn as a two handed weapon, once the blade is attached it is wielded as a one handed weapon.

Rather than causing normal damage, a long whip is able to disarm an opponent if a deadly blow is struck. All bows are two handed weapons.

WEATHER

Because weather is often peculiar to a campaign, this weather generation system can be tailored to suit the Battle Master's desires. Standard weather patterns for five different terrains over four seasons are listed below as well as two special weather patterns for each environment. The Battle Master can, however, substitute his own weather patterns for those listed.

DOMINANT WIND DIRECTION

This value is set by the Battle Master depending on circumstances determined by him.

1. NORTH	5. SOUTH
2. NORTH EAST	6. SOUTH WEST
3. EAST	7. WEST
4. SOUTH EAST	8. NORTH WEST

The actual amount of precipitation depends on whether snow or rain falls. All precipitation in desert, tropical and temperate zones will be rain, while all precipitation in arctic regions will be snow. Alpine summer precipitation will always be rain while alpine winter precipitation will always be snow. To determine whether alpine spring and autumn precipitation is rain or snow roll 1d100. A score of 50 or less indicates a snow fall. The amount of rain that falls is determined in millimetres by the number shown in the above table. The amount of snow that falls is determined in centimetres by half the number shown in the table. The

WEAPON LIST - Blade

Weapon	skill	enc	damage	hp	s/r	cost
Ag-Shar (2h)	34	8	2d6+2	15	1	20g
Axe, Battle	32	4	1d8+2	15	1	8g
Axe, Great (2h)	30	6	2d6+2	18	1	10g
Claw Blade	32	.5	1d4+3	5	2	4g
Crescent Moon	29	1	1d6	8	1	5g
Cutlass	26	4	1d8+1	12	1	12g
Dagger	25	1	1d4+2	8	2	3g
Katana	34	4	2d6	12	1	50g
Krull (hand)	29	1	1d4+2	8	2	6g
Scimitar	30	6	1d8+2	18	1	20g
Sickle	24	4	1d6+1	12	1	8g
Staff, Moon (2h)	40	7	1d8+3	10	1	10g
Sword, Long	26	5	1d8+1	15	1	18g
Sword, Great (2h)	34	7	2d8	15	1	45g

WEAPON LIST - Blunt

Weapon	skill	enc	damage	hp	s/r	cost
Bokken (2h)	37	4	2d6+2	8	1	20g
Club	27	4	1d8	8	1	1g
Cudgel	30	3	1d4+2	10	1	1g
Flail, Grain	19	2	1d4+2	10	1	2g
Flail, War	21	4	1d6+2	10	1	3g
Hammer, War (2h)	30	6	2d8	15	1	15g
Mace, Heavy (2h)	30	6	2d6+2	15	1	12g
Mace, Light	24	4	1d6+2	12	1	10g
Morning Star	28	4	1d10+1	12	1	15g
Nunchaku	32	1	1d6	6	2	2g
Rock	24	.5	1d4	6	2	
Staff	28	5	1d8	10	1	1g
Staff, Quarter (2h)	34	5	2d6	10	1	8g
Whip, Long	28	1	1d4+1	6	1	2g

WEAPON LIST - Thrusting

Weapon	skill	enc	damage	hp	s/r	cost
Dirk	30	1	1d4+2	8	2	4g
Fork	30	4	2d4	8	1	1g
Fork, Barbed (2h)	30	4	2d6	8	1	2g
Javelin	26	4	1d8+1	8	1	2g
Lance	25	8	1d8+3	12	1	12g
Pole Arm (2h)	28	8	1d12+1	15	1	20g
Rapier	32	3	1d6+1	8	1	12g
Shick	32	6	2d6	15	1	10g
Shield, Bladed	40	8	1d6	20	1	80g
Skewer	26	4	1d4+2	8	1	1g
Spear, Long (2h)	26	6	1d10+1	10	1	3g
Sword, Short	30	4	1d6+1	10	1	12g
Trident, Long (2h)	30	6	1d8+3	10	1	8g
Trident, Short	28	4	1d6+3	8	1	5g

WEAPON LIST - Projectile

Weapon	skill	enc	damage	hp	s/r	cost
Axe (throw) (c)	30	3	1d6+2	10	2	4g
Bow, Long (l)	34	3	1d8+1	10	2	35g
Bow, Short (m)	28	3	1d6+1	8	2	15g
Crossbow, Heavy (l)	30	6	1d6+6	12	1/2	20g
Crossbow, Light (m)	26	4	1d4+6	10	1	15g
Dagger (throw) (c)	35	1	1d4+2	8	2	3g
Dart (c)	25	.2	1d4	6	3	1g
Javelin (s)	28	4	1d8+1	10	1	2g
Krull (throw) (s)	28	1	1d6+2	8	2	6g
Rock (c)	25	.5	1d4	6	2	
Sling (s)	25	.5	1d6	4	2	1g
Sling, Staff (m)	30	2	1d8	6	1	3g
Spear, Long (s)	30	6	1d10+1	8	1	3g
Star (c)	30	.2	1d4	4	3	1g

following abbreviations are used: min tmp = average minimum temperature, max tmp = average maximum temperature, wind spd = average wind speed, pcp pcnt = percentage chance of precipitation occurring, pcp amnt

= average amount of precipitation, dr = average duration in days.

These tables generate the average parameters for the weather patterns available. The parameters themselves may be used as the actual weather for the period of time concerned, or they may simply be used as base values and be modified by the following set of tables to provide a random weather pattern under general guidelines. To determine the actual weather values roll 1d100 against each table below adding the generated modifier to the value of the weather parameter being generated (from the main weather generation tables).

ACTUAL TEMPERATURE

1d100	MODIFIER	1d100	MODIFIER
01-30	0	86-90	-3
31-45	+1	91-93	+4
46-60	-1	94-96	-4
61-70	+2	97-98	+5
71-80	-2	99-100	-5
81-85	+3		

ACTUAL WIND DIRECTION & DURATION

1d100	MODIFIER	1d100	MODIFIER
01-30	0	81-90	-2
31-50	+1	91-95	+3
51-70	-1	96-100	-3
71-80	+2		

When determining the actual wind direction add the modifier generated to the number of the wind direction from the DOMINANT WIND DIRECTION table. If the value thus reached is greater than eight then subtract eight. Likewise if the value is less than one then add eight to it.

ACTUAL WIND SPEED & ACTUAL PRECIPITATION AMOUNT

1d100	MODIFIER	1d100	MODIFIER
01-20	0%	86-90	-50%
21-30	+10%	91-92	+60%
31-40	-10%	93-94	-60%
41-50	+20%	95	+70%
51-60	-20%	96	-70%
61-65	+30%	97	+80%
66-70	-30%	98	-80%
71-75	+40%	99	+90%
76-80	-40%	100	-90%
81-85	+50%		

When determining the actual wind speed and the actual precipitation amount, generate the percentage modifier from this table. Determine this percentage of the average wind speed or the average precipitation amount (from the initial tables) and add or subtract the value determined to or from the average value to get the actual value.

e.g. The average wind speed in standard arctic winter weather is 20km/hour. 1d100 is rolled and 73 scored. This gives a modifier of +40%. 40% of 20km/hour is 8km/hour. Thus the actual wind speed is 28km/hour.

e.g. random ARCTIC WINTER weather

1. weather pattern: Score 55 therefore standard weather
2. minimum temperature: score 12 giving 0 modifier therefore minimum temperature = -30 degrees

STANDARD WEATHER PATTERNS

	min tmp	max tmp	wind spd	pcp pcnt	pcp amnt	dr
Arctic Winter	-30	-10	20	80%	80	1
Arctic Spring	-10	0	20	60%	60	1
Arctic Summer	-5	5	20	40%	40	1
Arctic Autumn	-10	0	20	60%	60	1
Alpine Winter	-10	5	20	50%	50	1
Alpine Spring	5	20	20	30%	30	1
Alpine Summer	10	30	20	20%	20	1
Alpine Autumn	5	20	20	30%	30	1
Temperate Winter	5	15	30	20%	10	1
Temperate Spring	10	25	30	40%	20	1
Temperate Summer	20	30	30	60%	30	1
Temperate Autumn	10	25	30	40%	20	1
Tropical Winter	15	25	30	30%	20	1
Tropical Spring	20	30	30	60%	40	1
Tropical Summer	25	35	30	80%	60	1
Tropical Autumn	20	30	30	60%	40	1
Desert Winter	5	20	20	0%	0	1
Desert Spring	10	30	20	0%	0	1
Desert Summer	20	35	20	0%	0	1
Desert Autumn	10	30	20	0%	0	1

SPECIAL WEATHER PATTERN - A

	min tmp	max tmp	wind spd	pcp pcnt	pcp amnt	dr
Arctic Winter	-50	-30	90	100%	100	8
Arctic Spring	-30	-10	90	100%	100	8
Arctic Summer	-20	0	90	100%	100	8
Arctic Autumn	-30	-10	90	100%	100	8
Alpine Winter	-30	-10	80	100%	100	8
Alpine Spring	-20	-5	80	100%	100	8
Alpine Summer	-10	0	80	100%	100	8
Alpine Autumn	-20	-5	80	100%	100	8
Temperate Winter	5	15	80	100%	50	8
Temperate Spring	10	20	80	100%	40	8
Temperate Summer	20	30	80	100%	50	8
Temperate Autumn	10	25	80	100%	40	8
Tropical Winter	15	25	90	100%	20	8
Tropical Spring	20	30	90	100%	60	8
Tropical Summer	25	35	90	100%	80	8
Tropical Autumn	20	30	90	100%	60	8
Desert Winter	5	20	90	0%	0	8
Desert Spring	10	30	90	0%	0	8
Desert Summer	20	35	90	0%	0	8
Desert Autumn	10	30	90	0%	0	8

SPECIAL WEATHER PATTERN - B

	min tmp	max tmp	wind spd	pcp pcnt	pcp amnt	dr
Arctic Winter	-10	0	0	0%	0	8
Arctic Spring	0	10	0	0%	0	8
Arctic Summer	5	15	0	0%	0	8
Arctic Autumn	0	10	0	0%	0	8
Alpine Winter	0	5	0	0%	0	8
Alpine Spring	10	25	0	0%	0	8
Alpine Summer	15	35	0	0%	0	8
Alpine Autumn	10	25	0	0%	0	8
Temperate Winter	10	20	10	10%	10	8
Temperate Spring	15	30	10	10%	10	8
Temperate Summer	25	35	10	10%	10	8
Temperate Autumn	15	30	10	10%	10	8
Tropical Winter	20	30	0	20%	20	8
Tropical Spring	25	35	0	20%	20	8
Tropical Summer	30	40	0	20%	20	8
Tropical Autumn	25	35	0	20%	20	8
Desert Winter	5	20	20	100%	80	1
Desert Spring	10	30	20	100%	80	1
Desert Summer	20	35	20	100%	80	1
Desert Autumn	10	30	20	100%	80	1

WEATHER TYPE GENERATION			
STANDARD BLIZZARD			CALM/ WARM
Arctic Winter	01-60	61-95	96-100
Arctic Spring	01-80	81-95	96-100
Arctic Summer	01-90	91-95	96-100
Arctic Autumn	01-80	81-95	96-100
Alpine Winter	01-70	71-95	96-100
Alpine Spring	01-80	81-90	91-100
Alpine Summer	01-90	91-95	96-100
Alpine Autumn	01-80	81-90	91-100
STANDARD CYCLONE			CALM/ WARM
Temperate Winter	01-90		91-100
Temperate Spring	01-85	86-90	91-100
Temperate Summer	01-80	91-90	91-100
Temperate Autumn	01-90	91-92	93-100
Tropical Winter	01-90		91-100
Tropical Spring	01-80	81-90	91-100
Tropical Summer	01-75	76-90	91-100
Tropical Autumn	01-90	91-92	93-100
STANDARD SAND STORM			RAIN STORM
Desert Winter	01-93	94-98	99-100
Desert Spring	01-93	94-98	99-100
Desert Summer	01-93	94-98	99-100
Desert Autumn	01-93	94-98	99-100

- maximum temperature: score 84 giving +3 modifier therefore maximum temperature is -7 degrees
- wind direction: dominant wind direction has been determined as NORTH (1). Score 65 giving modifier of -1. Wind direction is therefore 0. 0 is not a valid wind direction and is less than 1 thus add 8 giving actual wind direction of NORTH WEST (8)
- wind speed: score 44 giving modifier of +20%. Average wind speed is 20km/hour. 20% of this is 4km/hour thus actual wind speed is 24km/hour
- chance of precipitation: chance of precipitation is 80%. Score 95 so no snow falls allowing the next section (amount of precipitation) to be skipped
- duration: this is a standard weather pattern so will last for one day. No duration modifiers are rolled for standard weather patterns

The weather generated above is as follows:

Pattern: ARCTIC WINTER, STANDARD

Minimum temperature: -30 degrees

Maximum temperature: -7 degrees

Wind Direction: NORTH WEST (8)

Wind Speed: 24km/hour

Amount of Precipitation: 0cm

Duration: 1 day

Any wind above forty kilometres per hour has the following chance of causing storm damage to ships at sea. A check must be made every hour to determine if storm damage has been sustained or not.

STORM DAMAGE RISK

WIND SPEED	SAFE	STORM DAMAGE
41-50km/hour	01-80%	81-100%
51-60km/hour	01-60%	61-100%
61-70km/hour	01-40%	41-100%
71-80km/hour	01-20%	21-100%
> 80km/hour	01-10%	11-100%

Storm damage is considered as 6d6 hit points against the structure of the ship.

WORLDS OF EXPERIENCE

There are five relevant worlds of experience that directly affect Battle Master characters. They are the Natural World, the Ethereal World, Hades, Limbo, and the Cosmos. Each of these worlds may have some effect on characters throughout their adventuring.

The Natural World

The Natural World encompasses the world where people are born, live their lives, for better or worse, and die. Everything that encompasses reality exists in the Natural World. It is the arena of experience for characters. The Natural World is also the intersection of all the other Worlds of Experience. Any World can be accessed from the Natural World, if the keys to the so called planar gateways are known. The Natural World lies at the very centre of the universe.

The Ethereal World

The Ethereal World, sometimes called the Shadow World, is a reflection of the Natural World. It is a world that is slightly out of phase with the Natural World, although both exist in the same place at the same time. The Ethereal World boasts no conscious life however. Simple plants are the extent of the Ethereal World's indigenous life. Although mild weather conditions occur, few other things change. The sun does not quite rise and the Ethereal World is in a constant state of twilight or dusk. Geographical features in the Natural World are reflected in the Ethereal World. Thus, characters that are able to pass into the Ethereal World are able to navigate normally to any spot, such as a mountain range, river delta etc., although there are no buildings or forests.

The Ethereal World attracts lost spirits that are attempting to hold on to their Material life. Thus, encountering the more non-corporeal Undead is not uncommon on the Ethereal World. When in the Natural World, entities that originate in a world other than the Natural World, also intrude into the Ethereal World. These entities are demons and demi-gods. Travelling to the Ethereal World is often the easiest way to identify a demon that has taken on human disguise. It can also lead to the accidental discovery of a demon, or demi-god that would not have been discovered in the Natural World. This, of course, can be extremely hazardous to characters.

Hades

Hades is the abode of evil in all its forms. It is a world unto itself and its mystic geography differs from place to

place. It is an area where spiritual power is generated from greed, hatred of life, and the disbelief in the Cosmos. The creatures that exist in Hades, did at one time or another, exist in the Natural World. However, they refused to accept their own deaths and their will power and lust for life forged their new life. Many of the Undead originate from here, as do all demons and evil demi-gods. As a character incurs 'Bad Marks' (see Karma) he is slowly forging a new life in Hades. Thus, if a character becomes a Villain in the Natural World, upon death he will commence his new life in Hades (sometimes the call to Hades can predetermine a villain's time of death). Hades can only be accessed from the Natural World, and in turn can only directly access the Natural World although entities from Hades coexist on the Ethereal World when visiting the Natural World.

Limbo

The world of Limbo is not generally considered to be a physical place. It is the resting place of the spirits of the once living. Limbo harbours the spirits of all who did not quite transcend the Natural World. It also contains the consciousness of good, which may take many forms. It is here that a character's soul resides. A character's soul may often be drawn back to the Natural World (i.e. resurrected) from Limbo. Benevolent demi-gods reside in Limbo. Limbo accepts all who find their way to the world, from those who lived a neutral sort of life (never straying towards Good or Evil to any extreme) to those who accumulated enough 'Good Marks' (see Karma) to become a Martyr. Limbo is also a place where spirits contemplate their own existence before being called back to the Natural World or travelling on to the Cosmos. Entities that have emerged back into the Natural World, have been unable to describe any physical aspects of Limbo, but say that it was peaceful.

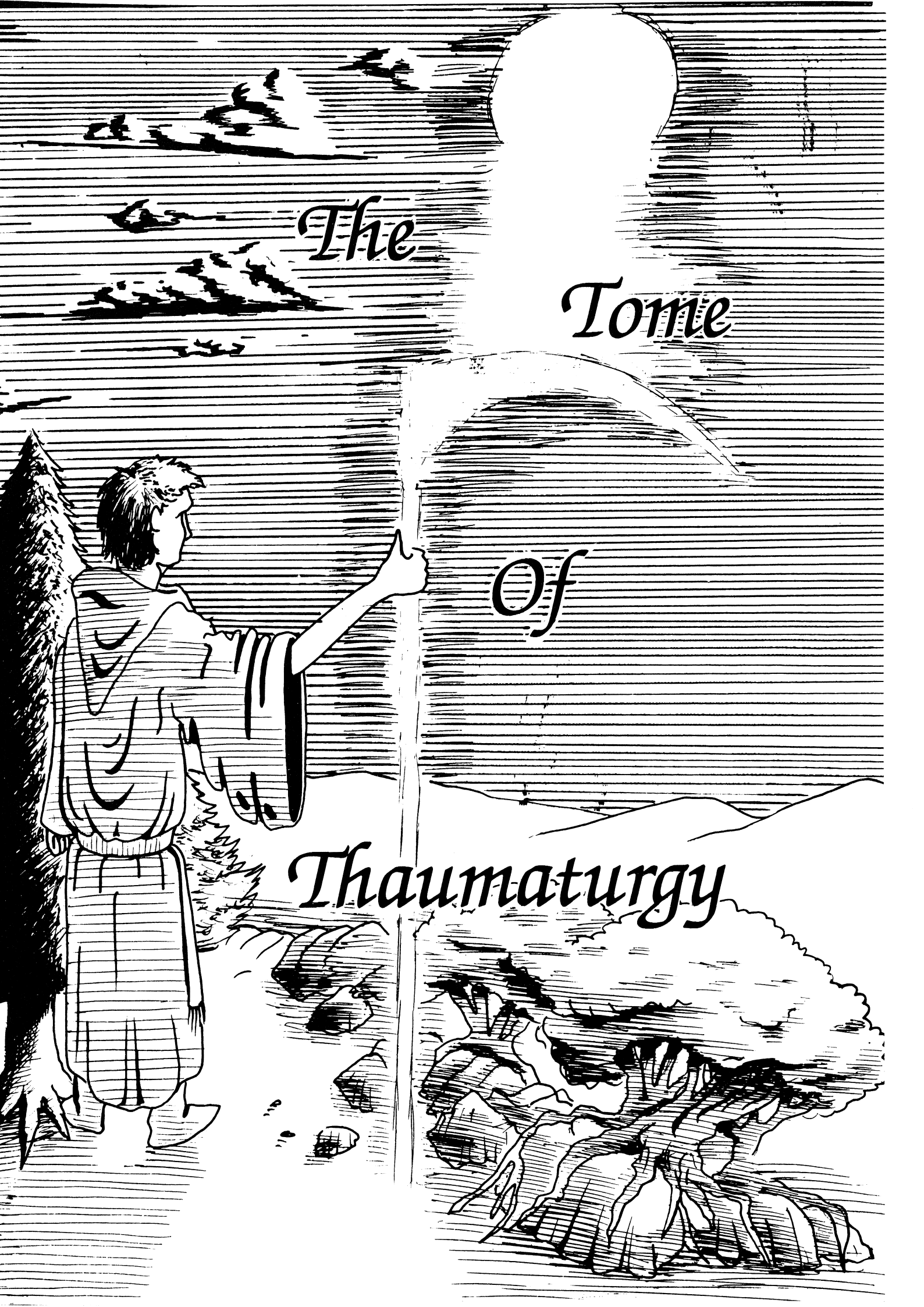
The Cosmos

The Cosmos contains the origin of all life. New life enters the Natural World from the Cosmos. When a character dies permanently, (by total loss of power points) the character's spirit returns to its origin, i.e. the Cosmos. The Cosmos knows no individuality and thus anything entering the Cosmos can never be returned to the Natural World. The Cosmos is best described as a single life force that knows nothing of Good or Evil or Time or Geography and derives its fulfilment from the creation of life on the Natural World and the absorption of the individual at the end of its learning experience. The Cosmos is believed to be the fundamental component of every World, although only Limbo and the Natural World seem to access back to the Cosmos. However, it may be possible to access the Cosmos from any World but the very existence of Hades is based on the belief in individuality and the disbelief of a universal consciousness thus blocking any access from that World.

An Analogy

The Cosmos works towards balance. Everything in the universe tends towards neutrality. Karma affects characters through 'good' and 'bad' marks. This tends to balance a character's actions. The very existence of demons means that there are Angels or benevolent forces in the universe and likewise Martyrs balance Villains. The Ethereal World reciprocates the Natural World. The Cosmos is neutrality itself, from whence everything comes and where everything eventually returns.

A simple model of the universe is to imagine a ruler marked from -10 to 10. At -10 there is Hades. From -1 to 0 is the Ethereal World. From 0 to 1 is the Natural World. At 10 there is Limbo. The Cosmos is the ruler itself with the relevant markings on it.



The

Tome

of

Thaumaturgy

The Conjurer stood atop the western ramparts and looked out towards the fallow quarter, now strewn with those who fell during the last battle, the sun glistening red from steel and buckled helms. His gaze rode left and swept the again massing Goblin hoard. They would now feel his wrath with newly returned strength. He thrust his hand forward, purple sparks of manna crackling across his spread fingers, the air suddenly a deathly chill as it flurried about. The flurry quickly increased until a freezing wind lashed across the castle walls. Then, pushing forward with his hand, the gale moved away and towards the now agitated enemy. The wind struck their ranks and they were suddenly torn by fiercely driven sleet. Order remained briefly as strong chieftains held the clans fast but the onslaught soon overcame their wavering resolve and the creatures fled in the face of the storm, many falling before its searching teeth. Then the fury broke and the Goblins retreated, their assault routed. The sun shone again and the gates opened ...

SUCH AND MORE CAN BE THE POWER OF THE MANNA USER

The whole system of magic within BATTLEMASTER revolves around the concept of MANNA. The manna arises from the life force of all living creatures and is controlled by channelling the manna through a spell caster's own life force and weaving it into a different form, thus creating a spell. This is called focusing the manna.

A simple analogy to spells and manna is the baking of a cake. The manna is one of the components for the spell, just as eggs and flour are ingredients for the cake, while the spell is the recipe or the way to mix the various ingredients.

Initially, when a spell caster learns the secret of focusing the manna, he is only able to focus a small fraction of power, i.e. a few manna points. After practice and experience, more will be able to be utilised. As more manna points are used for each spell, the effects of the spell increase.

e.g. A manna user can focus many manna points into one spell to increase the power of that spell, or use only one manna point - perhaps even for high level spells.

Many spells can be cast by the use of only one manna point but there are also those that do require a minimum expenditure of more than one manna point. Some have only one allowable manna point expenditure. The maximum number of manna points able to be cast for any particular spell is generally three times the level of the spell. Some spells have an extra manna point expenditure that gives the spell a special effect rather than the normal increase in spell attributes.

The number of manna points that a spell caster has can be focused only once in any active period. Thus, a manna user with four manna points can use all these four without resting. In order to regain the strength to focus these manna points again, the spell caster must have had six or more hours rest. If fewer than six hours rest are taken, then

the spell caster has only enough strength to cast an equal percentage of manna points, e.g. if the manna user casts all four of his manna points in one combat then he can focus no more until he has rested. If he rests six or more hours then he is able to use his full manna points once more but if only three hours rest were taken the manna user is only strong enough to cast two manna points. No manna can be regenerated or used while a character is seriously injured, unless power points are used to temporarily strengthen the character.

The number of manna points able to be focused is increased depending on the experience of the character. {ADVENTURE ARCHIVES, EXPERIENCE POINTS}

When a spell is cast, the manna user may speak a short phrase, move his hands in mystic patterns and combine the focusing of manna with some material component. This material component is used as a medium to concentrate the power of the caster's manna and mind. Not all spells require a material component and some do not require the mystic hand patterns. Some spells actually consume the material component in the casting but most do not. Unless specified to the contrary the material component is not consumed. Only a few spells require spoken words, using instead the thoughts and mind of the caster.

With any spell that requires hand gestures, at least one hand must be free to perform these. If a material component is required then one hand must be free to hold the item correctly. Thus, for a spell that requires hand gestures and a material component, both hands are occupied in the casting of the spell and can not hold any other object or be restricted in any way or be used for any other purpose.

Some spells require that the caster concentrates on the spell for its duration or part of the duration so that the effects are fully felt. In any round that a caster concentrates on the spell he is unable to perform any other than the simplest of activities, such as walking along a straight corridor. Concentration will be broken in any round that the caster takes mental or physical damage.

GAINING SPELLS

When a manna user is first generated he will have several manna points but no spells. Some of these manna points must be traded for spells at the rate of one manna point per spell level. The spells chosen may be selected randomly or by the player but are always at the discretion of the Battle Master. This manna point for spell trade is only allowed once, i.e. at character generation time before any adventuring is undertaken. Other spells must be bought, found, stolen, prayed for or studied etc.

When a manna user is praying for a spell or studying over a scroll or under some tutor, there are materials that must be used, such as incenses, chemicals, potions etc. These are required for experiments and meditation that enable the manna user to understand the spell he wishes to cast. If the caster does not go through this understanding phase for each desired spell, then the spell cannot be cast,

ALPHABETICAL SPELL LIST

Alric's Godly Stature (5) MM	Conjure Elemental (6) Dr
Amphibious Breath (2) Dr	Control Demon (8) Cl/Co
Animal Communication (2) Dr	Create Magical Item (9) Co
Antidote (4) Dr	Create Undead (8) Cl
Barrier (5) Co/Dr	Creation (7) Co
Beast of Burden (1) Dr	Creature Companion (5) Dr/MM
Beast of Prey (3) Dr	Cryptic Words (4) Cl/MM
Betterment (1) Cl/MM	Cure (4) Cl/Dr
Bind Demon (4) Cl/Co	Curse (5) Cl
Bless (1) Cl	Curse of Tardy Action (3) Co/MM
Blindness (3) Cl/MM	Darkness (1) All
Blizzard (7) Co/Dr	Deafness (3) Cl/MM
Body of Many Guises (5) Co	Deathly Visage (5) MM
Body Stasis (2) Cl/MM	Demon Voices (1) Cl/MM
Bravado (3) Cl/MM	Destroy Undead (8) Cl
Burning Soul (6) Cl	Detect Magic (1) All
Cage (3) Co	Detect Traps (2) Dr
Calling (1) Co/Dr	Disability (1) Cl/MM
Cause Wounds (2) Cl/Dr	Disease (4) Cl/Dr
Chariot of Far Travelling (7) Co	Dismiss Demon (8) Cl/Co
Cloak (5) Cl/MM	Dispel Illusion (4) MM
Cloud Chariot (3) Dr	Dispel Magic (3) All
Cloud of Billowing Smoke (2) Dr	Distraction (1) Cl/MM
Compulsion (1) Cl/MM	Divine Utterance (8) Cl
Condemn (1) Cl	Dodge (1) MM
Confusion (4) Cl/MM	Dragon Breath (5) Co
	Drain Will Power (6) Cl/MM
	Drowsiness (4) Cl/MM

unless read directly from a scroll. The materials usually cost one hundred gold coins per week of studying or praying.

The materials can be bought from appropriate manna users, or their guilds, or they can be acquired from an Alchemist or a character with an Alchemy skill. A character with this skill must roll 1d100 to see if successful work was done each week of trying. The roll is compared to the character's Alchemy%, an equal or lower score indicating success. The amount of material created is enough for 1d4 weeks of magic study, i.e. 1d4*100 gold coins worth of material.

SPELL DESCRIPTIONS

The majority of spell descriptions have three sections. The first describes the effects of the spell if the minimum amount of manna allowable is used and includes the spell name, the class of manna user able to use the spell, the level of the spell, the manna points usable with the spell, the range of the spell, if a Karma Influence attempt is allowed or not and in some cases the outcome of a successful Karma Influence, the spell's duration, any special effects (damage caused etc.) and the scope or size of the area in which the effects of the spell are felt.

The manna points usable has three sections. The first is to the left of the "/" and indicates the minimum amount of manna required for any effects of the spell to be felt. The

ALPHABETICAL SPELL LIST

Earth Transmutation (5) Dr	Floating Body (1) Co
Earthquake (9) Dr	Fly (3) Co
Ego Exchange (9) MM	Fog (2) Co/Dr
Element Resistance (3) Dr	Food of Death (1) Cl/Dr
Enhance Weapon (6) MM	Food of Nutrition (1) Cl/Dr
Excavate (6) Dr	Force Embodiment (2) Co
Exploding Pellets (2) Co	Foreboding (1) Cl/MM
Extra Sensory Perception (3) Dr	Forestation (8) Dr
Eyes of Seeing (2) All	Globe of Elemental Force (5) Dr
Eygil's Dematerialisation (3) Co	Godly Imbibing (7) Cl
Eygil's Magic Armour (4) Co	Guise of Animal Form (8) Dr
Eygil's Magic Bowman (5) Co	Hades Force (10) Cl
Eygil's Magic Hound (2) Co	Heal Wounds (2) Cl/Dr
Eygil's Magic Steed (3) Co	Healthy Body (6) Cl
Eygil's Magic Swordsman (5) Co	Heart Burst (8) Cl
Eygil's Magic Weapon (4) Co	Hither And Yon (5) Co
Facade (2) MM	Holy Domain (6) Cl
Facsimile (3) Co/MM	Hoofdakker's Emotional Echo (6) MM
Failing Memory (2) MM	Hunter (6) Co
Fear (3) Cl/MM	Hypnotism (3) MM
Fire Burst (3) Co	Ice Javelin (3) Co/Dr
Fire Mist (1) Co	Idea Insinuation (3) Cl/MM
Flaming Flail Brand (2) Co/Dr	Illusion 1 (1) MM
	Illusion 2 (3) MM
	Illusion 3 (5) MM
	Illusion 4 (7) MM
	Illusion Suppression (3) MM

second section, to the right of the "/", is the maximum amount of manna able to be used to increase the attributes of the spell. The third section is not present in all spells. It is enclosed in parenthesis after the first two manna point sections. This is an extra amount of manna that must be used if the special effect as noted in the spell description is utilised. This extra manna enables the use of the special effect only. It does not increase the normal modifiable attributes of the spell. Thus the maximum amount of manna able to be used in spells with this value is the sum of the figure to the right of the "/" and the bracketed figure. If a spell has this third manna point section then its effects may also be noted in parenthesis in the spell description. Unless otherwise specified, a successful Karma Influence attempt when 'nullify' is noted, will negate the effects of the spell for that victim only.

For example look at the spell HEAL WOUNDS:

The classes able to use this spell are Cleric and Druid. The normal amount of manna able to be used is from one manna point to six manna points. If one manna point is used, the range of the spell is zero, i.e. the caster must be the subject of the spell or he must touch the target of the spell. The range can be increased to thirty metres if three extra manna points are used for this purpose only. The duration is permanent, meaning that the wound healed will remain healed. It does not stop other wounds from being

ALPHABETICAL SPELL LIST	
Immolating Lance (4) Dr	Mind Strength (3) MM
Insanity (7) MM	Mind Weakness (3) MM
Knowledge Transfer (8) MM	Minor Holocaust (6) Co
Legs of Leaping (1) Co	Minstrel Wind (4) MM
Levitate (2) Co/MM	Misdirection (5) Dr/MM
Lie (3) CI/MM	Moon Sickle (3) Dr
Life Drain (7) CI	Muscle Rebellion (2) CI/MM
Life Force (7) CI	Mystic Scourer (1) Co
Light (1) All	Nimble Fleetness (3) Co/MM
Lightning Bolt (3) Co/Dr	Object Communication (7) Dr
Lightning Flash (3) Dr	Open (2) Co/Dr
Living Effigy (4) Co	Pain of Villainous Nature (4) CI
Magic Revelation (1) Co	Perceive Illusion (2) MM
Major Holocaust (10) Co	Phantom (5) CI
Manna Bolt (1) Co	Phantom Army (8) MM
Manna Flux (6) Co	Planar Gateway (6) CI/Co
Manna Neutralisation (4) Co	Plant Formation (4) Dr
Manna Resistance (6) All	Poison (4) Dr
Manna Shield (2) Co	Portrait (7) Co
Mantle of Awareness (2) CI/MM	Possession (6) MM
Mantle of Obscurement (2) All	Power Vision (5) CI
Mantle of Passing (2) CI	Power Word (8) Co
Mind Dissolution (7) MM	Precipitation (3) Co/Dr
Mind Eye (7) MM	Propel (3) Co
Mind Link (9) MM	Psychic Devastation (10) MM
Mind Mist (2) MM	Quicksand (4) Dr
Mind Scan (5) MM	

caused. The listed scope determines that only one creature can be affected. The amount of damage that can be healed is $1d4 + 1$ hit points.

The second section of each spell description details what effects are enhanced with the expenditure of more than the minimum manna points, i.e. an increase in the amount of damage healed by $+1d4 + 1$ per manna point. Thus $6d4 + 6$ hit points are able to be restored if six manna points, the maximum, are used. The value in brackets (3) in the Manna Points section is the extra amount of manna that can be used if the caster wishes to heal wounds on a creature that is up to thirty metres distant from him. Thus, if the caster wishes to heal $3d4 + 3$ hit points on a creature that is within thirty metres, six manna points must be used, three for the wound to be healed and three for the abnormal range value. In this modifiable attributes section, the number in parenthesis is the number of attributes able to be modified for each extra manna point used, e.g. the PHANTOM spell has four modifiable attributes but only one of these can be modified for each extra manna point used. The attribute actually modified is at the discretion of the caster.

The third section describes the spell itself.

ALPHABETICAL SPELL LIST	
Rainbow Death (9) Dr	Summon Creature (6) Co/Dr
Regenerate (7) CI	Summon Demon (8) Co
Remember (2) MM	Summon Familiar (3) Co/Dr
Remove Curse (5) CI	Summoning (7) Dr
Repair (2) Co/Dr	Sustenance (4) Co
Restful Slumber (2) CI/MM	Swim (1) Dr
Resurrection (9) CI	Sword Legion (9) Co
Revelation (5) CI	Telepathy (3) MM
Reverse Gravity (5) Co	Temporal Displacement (2) CI
Right of Martyrdom (4) CI	Time Slip (9) Co
Rising Bog (5) Dr	Tongues (4) CI/MM
Rune of Raj (6) CI	Touch of Death (9) CI
Safe Passage (3) CI/Dr	Trapped Echo (4) Co
Safe Room (2) Co	Tree Climb (1) Dr
Seal (2) Co/Dr	Tree Flesh (3) Dr
Sending (8) MM	Tree Traversal (4) Dr
Shrivelling Limb (7) CI	Truth (3) CI/MM
Sight (3) CI/MM	Veil of Surprise (2) CI/MM
Silence (2) All	Veralis' Despair (7) CI
Sleep (2) MM	Wasting (10) Dr
Slime (2) Co/Dr	Weapon Rebellion (4) Co/Dr
Snake Arrow (4) Dr	Weather (7) Dr
Snake Charm (2) Dr	Weather Forecast (1) Dr
Solar Flare (6) Dr	Whisper (1) Co/MM
Solid Passage (3) CI	Will Power (6) CI/MM
Soul Entrapment (7) CI/MM	Witch Wind (3) Co/Dr
Spark Cascade (3) Dr	Withering (8) Dr
Stable Earth (4) Dr	
Star Burst (7) Co/Dr	
Stick Men (6) Dr	

EXTRA MANNA POINTS USED TO REDUCE KARMA INFLUENCE

When casting a spell that allows Karma Influence, extra manna points may be used over and above the numbers mentioned in the spell description. These extra manna points reduce the Karma Influence of all victims of the spell by 5% for every extra manna point and have no effect on any other attributes of the spell.

AREA SPELL DESCRIPTIONS

A spell that has an area listed as its scope can have this area centred any distance up to the range of the spell.

A creature that is the victim of an area damage spell such as a GLOBE OF ELEMENTAL FORCE, or IMMOLATING LANCE, will subtract any damage sustained from its total hit points rather than from its various body locations.

The total damage for the spell effect is calculated and then if Karma Influence is applicable, it is determined and, if successful, the amount of damage is halved. The armour of the creature then absorbs damage to its fullest potential. Thus if the creature is wearing ring mail, the damage on the creature's body would be reduced by six hit points and every piece of armour would take six hit points of damage. Magical armour would absorb more damage as

CLERIC SPELLS

LEVEL 1	17-28	Cryptic Words
01-08 Betterment	29-40	Cure
09-18 Bless	41-52	Disease
19-22 Compulsion	53-64	Drowsiness
23-28 Condemn	65-76	Pain of Villainous Nature
29-35 Darkness	77-88	Right of Martyrdom
36-41 Demon Voices	89-100	Tongues
42-54 Detect Magic		
55-60 Disability	LEVEL 5	
61-66 Distraction	01-20	Cloak
67-71 Food of Death	21-30	Curse
72-81 Food of Nutrition	31-45	Phantom
82-87 Foreboding	46-63	Power Vision
88-100 Light	64-88	Remove Curse
	89-100	Revelation
LEVEL 2	LEVEL 6	
01-05 Body Stasis	01-10	Burning Soul
06-10 Cause Wounds	11-22	Drain Will Power
11-20 Eyes of Seeing	23-37	Healthy Body
21-30 Heal Wounds	38-57	Holy Domain
31-40 Mantle of Awareness	58-68	Manna Resistance
41-50 Mantle of Obscurement	69-73	Planar Gateway
51-60 Mantle of Passing	74-85	Runes of Raj
61-65 Muscle Rebellion	86-100	Will Power
66-75 Restful Slumber	LEVEL 7	
76-85 Silence	01-20	Godly Imbibing
86-95 Temporal Displacement	21-30	Life Drain
96-100 Veil of Surprise	31-50	Life Force
	51-70	Regenerate
LEVEL 3	71-80	Shrivelling Limb
01-08 Blindness	81-88	Soul Entrapment
01-19 Bravado	89-100	Veralis' Despair
20-28 Deafness	LEVEL 8	
29-37 Dispel Magic	01-10	Control Demon
38-46 Fear	11-30	Create Undead
47-54 Idea Insinuation	31-50	Destroy Undead
55-63 Lie	51-60	Dismiss Demon
64-73 Safe Passage	61-80	Divine Utterance
74-82 Sight	81-100	Heart Burst
83-90 Solid Passage	LEVEL 9	
91-100 Truth	01-65	Resurrection
LEVEL 4	66-100	Touch of Death
01-04 Bind Demon	LEVEL 10	
05-16 Confusion	01-100	Hades Force

appropriate to its '+' bonus. Also, the suit of magical armour would attempt an appropriate Karma Influence (70% + 5% for every '+') to determine if it was actually damaged. The victim will then take the remaining damage from its total hit points rather than from each body location.

e.g. Sanbadar and Rodan are the victims of a three manna point FIRE BURST spell (6d6 damage) which causes 23 hit points.

Sanbadar: plate mail, 20 hit points, Karma Influence 43% + 22% (2 * current power, he has not used any) = 65%

Rodan: +1 studded leather, 19 hit points, Karma influence 46% + 20% (2 * current power, he has not used any) = 66%

Sanbadar scores 82 with 1d100 and is thus

CONJURER SPELLS

LEVEL 1	06-20	Eygil's Magic Armour
01-09 Calling	21-35	Eygil's Magic Weapon
10-18 Darkness	36-50	Living Effigy
19-27 Detect Magic	51-60	Manna Neutralisation
28-36 Fire Mist	61-75	Sustenance
37-45 Floating Body	76-90	Trapped Echo
46-54 Legs of Leaping	91-100	Weapon Rebellion
55-64 Light	LEVEL 5	
65-73 Magic Revelation	01-20	Barrier
74-82 Manna Bolt	21-40	Body of Many Guises
83-91 Mystic Scourer	41-50	Dragon Breath
92-100 Whisper	51-60	Eygil's Magic Bowman
LEVEL 2	61-70	Eygil's Magic Swordsman
01-05 Eyes of Seeing	71-84	Hither and Yon
06-10 Exploding pellets	85-100	Reverse Gravity
11-16 Eygil's Magic Hound	LEVEL 6	
17-21 Flaming Flail Brand	01-10	Hunter
22-29 Fog	11-20	Manna Flux
30-37 Force Embodiment	21-50	Manna Resistance
38-45 Levitate	51-65	Minor Holocaust
46-53 Manna Shield	66-75	Planar Gateway
54-58 Mantle of Obscurement	76-100	Summon Creature
59-66 Open	LEVEL 7	
67-76 Repair	01-15	Blizzard
77-81 Safe Room	16-45	Chariot of Far Travelling
82-89 Seal	46-70	Creation
90-95 Silence	71-85	Portrait
96-100 Slime	86-100	Star Burst
LEVEL 3	LEVEL 8	
01-07 Cage	01-25	Control Demon
08-13 Curse of Tardy Action	26-55	Dismiss Demon
14-18 Dispel Magic	56-80	Power Word
19-24 Eygil's Dematerialisation	81-100	Summon Demon
24-32 Eygil's Magic Steed	LEVEL 9	
33-40 Facsimile	01-30	Create Magical Item
41-45 Fire Burst	31-80	Sword Legion
46-53 Fly	81-100	Time Slip
54-58 Ice Javelin	LEVEL 10	
59-63 Lightning Bolt	01-100	Major Holocaust
64-68 Nimble Fleetness		
69-77 Precipitation		
78-83 Propel		
84-91 Summon Familiar		
92-100 Witch Wind		
LEVEL 4		
01-05 Bind Demon		

unsuccessful with his Karma Influence. He therefore takes the 23 hit points of damage. Nine of these are absorbed by his plate mail armour which is damaged for nine points on each piece. This means that fourteen points get through the armour and injure his body, coming off his total hit points, not the hit points for each body location. He now has six hit points.

Rodan scores 23 with 1d100, a successful Karma Influence attempt, so the damage done to him is only eleven hit points (23/2 rounded down). His

DRUID SPELLS

LEVEL 1

01-10 Beast of Burden
11-20 Calling
21-30 Darkness
31-40 Detect Magic
41-50 Food of Death
51-60 Food of Nutrition
61-70 Light
71-80 Swim
81-90 Tree Climb
91-100 Weather Forecast

LEVEL 2

01-06 Amphibious Breath
07-14 Animal Communication
15-18 Cause Wounds
19-24 Cloud of Billowing Smoke
25-30 Detect Traps
31-36 Eyes of Seeing
37-40 Flaming Flail Brand
41-50 Fog
51-56 Heal Wounds
57-61 Mantle of Obscurement
62-67 Open
68-75 Repair
76-81 Seal
82-87 Silence
88-95 Slime
96-100 Snake Charm

LEVEL 3

01-10 Beast of Prey
11-16 Cloud Chariot
17-21 Dispel Magic
22-31 Element Resistance
32-37 Extra Sensory Perception
38-42 Ice Javelin
43-47 Lightning Bolt
48-52 Lightning Flash
53-58 Moon Sickle
59-66 Precipitation
67-74 Safe Passage
75-80 Spark Cascade
81-82 Summon Familiar
83-90 Tree Flesh
91-100 Witch Wind

LEVEL 4

01-12 Antidote
13-24 Cure
25-29 Disease
30-41 Immolating Lance
41-50 Plant Formation
51-55 Poison
56-64 Quicksand
64-73 Snake Arrow
74-82 Stable Earth
83-95 Tree Traversal
96-100 Weapon Rebellion

LEVEL 5

01-20 Barrier
21-35 Creature Companion
36-53 Earth Transmutation
54-63 Globe of Elemental Force
64-83 Misdirection
84-100 Rising Bog

LEVEL 6

01-20 Conjure Elemental
21-35 Excavate
36-50 Manna Resistance
51-60 Solar Flare
61-80 Stick Men
81-100 Summon Creature

LEVEL 7

01-15 Blizzard
16-40 Object Communication
41-55 Star Burst
56-75 Summoning
76-100 Weather

LEVEL 8

01-40 Forestation
41-80 Guise of Animal Form
81-100 Withering

LEVEL 9

01-70 Earthquake
71-100 Rainbow Death

LEVEL 10

01-100 Wasting

MIND MAGE SPELLS

LEVEL 1

01-10 Betterment
11-16 Compulsion
17-24 Darkness
25-32 Demon Voices
33-40 Detect Magic
41-46 Disability
47-52 Distraction
53-60 Dodge
61-70 Foreboding
71-84 Illusion 1
85-92 Light
93-100 Whisper

LEVEL 2

01-05 Body Stasis
06-15 Eyes of Seeing
16-21 Facade
22-27 Failing Memory
28-33 Levitate
34-43 Mantle of Awareness
44-49 Mantle of Obscurement
50-55 Mind Mist
56-60 Muscle Rebellion
61-70 Perceive Illusion
71-76 Remember
77-83 Restful Slumber
84-89 Silence
90-95 Sleep
96-100 Veil of Surprise

LEVEL 3

01-05 Blindness
06-12 Bravado
13-16 Curse of Tardy Action
17-21 Deafness
22-26 Dispel Magic
27-31 Facsimile
32-35 Fear
36-40 Hypnotism
41-45 Idea Insinuation
46-55 Illusion 2
56-65 Illusion Suppression
66-70 Lie
71-75 Mind Strength
76-80 Mind Weakness

81-85 Nimble Fleetness
86-90 Sight
91-95 Telepathy
96-100 Truth

LEVEL 4

01-15 Confusion
16-30 Cryptic Words
31-45 Dispel Illusion
46-60 Drowsiness
61-80 Minstrel Wind
81-100 Tongues

LEVEL 5

01-15 Alric's Godly Stature
16-30 Cloak
31-40 Creature Companion
41-50 Deathly Visage
51-65 Illusion 3
66-85 Mind Scan
86-100 Misdirection

LEVEL 6

01-15 Drain Will Power
16-30 Enhance Weapon
31-50 Hoofdakker's Emotional Echo
51-65 Manna Resistance
66-80 Possession
81-100 Will Power

LEVEL 7

01-25 Illusion 4
26-45 Insanity
46-60 Mind Dissolution
61-85 Mind Eye
86-100 Soul Entrapment

LEVEL 8

01-25 Knowledge Transfer
26-60 Phantom Army
61-100 Sending

LEVEL 9

01-30 Ego Exchange
31-100 Mind Link

LEVEL 10

01-100 Psychic Devastation

armour absorbs six of these points (+1 studded leather = 5 + 1 absorption) leaving only five harming his body. He now has fourteen hit points. Each piece of his armour will take six hit points unless successful with a Karma Influence. The armour's Karma Influence is 75% (70% standard magical item Karma Influence plus 5% for the one '+') and is only determined once for the entire suit of armour.

MANNA RIFT

If more than twenty-five manna points are focused into any one spell a Manna Rift could be created. This is caused by too much manna being channelled quickly away from the surrounding area. For each manna point over twenty-five that is used in the spell, there is a cumulative 5% chance that a manna rift will occur. If the manna rift does occur, the area covered will be a radius of one hundred metres for each manna point over twenty-five and the duration will be one year for each manna point greater than twenty-five. Also, if the rift is created, there is a 1%

cumulative chance per manna point over twenty-five that is expended that a Godling will be created.

e.g. if thirty manna points are used to cast a spell (perhaps a WASTING spell) then there is a 25% chance that a manna rift will occur. If the rift is created then it will cover an area 500m in radius and last for five years.

In a manna rift no manna is able to be focused, thus no spells can be cast. However, unless noted otherwise, all magical items, including wands, will still function correctly as the manna to operate them has already been focused, at creation time and/or when it was charged.

POWER POINTS AND MANNA

To cast some spells it may be required to utilise one or more power points as well as the manna that is necessary. This is, however, rare and is only warranted when powerful spells, such as RESURRECTION, are being cast.

Current power points may also be used by all manna using classes instead of manna - typically in desperate situations where the manna user has focused all his available manna points. The power points can be used at a ratio of two power points for every manna point normally required. Manna and power can not be used together to cast a spell in this fashion.

ILLUSIONS

The mystery of ILLUSION is complex and tangled. It is not uncommon for even the masters of the art to have difficulty interpreting an illusion's effects. Hopefully the following guidelines may be useful to players and the Battle Master.

Detecting Illusions

When an illusion is created, regardless of which senses it effects, there will always be some flaw or discrepancy that distinguishes it from reality. Although this imperfection exists it is very difficult to discover and only those creatures with exceptional intelligence have any chance of detecting it without explanation by another character.

ILLUSION DETECTION LEVELS	
INTELLIGENCE	ILLUSION CLASSES DETECTABLE
19	1,2
20	1,2,3
21	1,2,3,4

Thus a character with an intelligence of 21 may be able to detect a flaw in all classes of illusion.

When a character with exceptional intelligence encounters an illusion that he may be able to detect he must attempt to influence his Karma. If successful then he has detected that an illusion is present. The spell PERCEIVE ILLUSION will also reveal existing illusions but only to the caster of the spell, who may then explain the illusion to other characters.

When an illusion is detected it is not dispelled or seen through. Thus the image and sound etc. created by the illusion remain and whatever is covered by the illusion continues to be hidden. However, any creatures that

perceive an illusion as such can ignore its effects, if any. Thus, they will be able to walk through an illusionary door or feel into a real pit that has an illusion of a solid floor cast over it.

Once an illusion is perceived by a character, that character is able to convince other characters that what appears to be real is actually an illusion. This is usually done by explanation, such as indicating the discrepancy, whatever it may be, or by demonstration, such as walking through a supposedly real door etc. The time required to convince other characters that what appears to be real is actually an illusion is calculated as follows:

Time = (19 - intelligence) * 2 rounds.
intelligence = the intelligence of the character to whom the explanation is being given.

The explanation or demonstration can, at the same time, be given to a group of characters equal in number to the intelligence of the explainer. The number in the group may, however, be restricted by physical limitations such as the size of a room etc. The time required for explanation is not calculated for each character requiring an explanation but is calculated only once, for the character requiring the explanation that has the least intelligence.

Any illusion that has some attribute obviously wrong will allow all creatures, regardless of their intelligence, an attempt to influence their Karma to perceive the illusion as such and therefore negate its effects.

e.g. the sound of a galloping horse on a still horse

If an illusion is portraying an object that would, if real, damage a character that encounters it, then any characters that are damaged by the illusion are allowed an attempt to influence their Karma. If they are successful then they take no damage and perceive the illusion as an illusion. They are then able to ignore all its effects and explain the illusion to others, if they have time before it kills the others.

If an illusion fails any reality test then all creatures witnessing what occurs are allowed an attempt to influence their Karma in order to detect the illusion as such. If they are successful they can ignore any effects of the illusion.

e.g. A stone bridge is created across a ravine with an ILLUSION 2 spell. The first character that walks on the bridge will fall straight through it and the bridge will appear to remain perfectly intact. Thus the illusion has failed a reality test and any characters that saw the first character fall through the bridge may attempt to detect the illusion as such.

Effects Of Illusions

Creatures with an intelligence of three or less are totally unaffected by illusions, being unable to perceive or sense them in any form. Similarly, creatures who lack a particular sense are unaffected by that portion of an illusion. Thus, a creature who is blind and unable to feel will be able to walk through an illusionary door as though it did not exist, because, to that character, it does not exist, as he is unable to sense it in any form.

No illusion is actually solid. Thus, any object that is forced against an illusion will pass through it. However, the self preserving illusions created by ILLUSION 4 will do all in their power to create the appearance that whatever was forced through the illusion actually behaved in the normal manner as though it were forced against a real object of the type that the illusion is portraying.

e.g. An illusion of a wooden door is created across a passage by casting the ILLUSION 4 spell. If an arrow is fired at the door it will actually pass through the door but all those watching will see an arrow stick into the door, with the corresponding thud of impact. If a coin is thrown at the door the coin will pass through the door but it will appear that the coin bounces off the surface of the door, probably rolling away into a dark corner or under a nearby object and becoming lost. A more extreme test of the illusion is if a character is thrown at the illusionary door. The character will pass through the door but to all watching it will not appear as though the character simply passed through the door but rather that the door may have suddenly opened and shut or perhaps that a trap-door opened in the door allowing the character to fall through.

If an illusion of a stone bridge is cast across a ravine and characters walk onto the bridge they will, of course, fall through it, being subject to the force of gravity. If the illusion was created with ILLUSION 4 then the characters falling will, rather than simply falling through the bridge as would be the case if an ILLUSION 2 or ILLUSION 3 spell was used, appear to trip and fall from the edge of the bridge etc., or the bridge may appear to crumble, toppling the characters into the ravine.

The examples above do not cover what happens when a character actually moves up to an illusionary door and places his hand against it etc. In this case the power of the illusion will cause the character to think he is placing his hand against the door. What is actually happening is that the character's mind is being affected such that he is not actually placing his hand through the door but in line with where the surface of the door would be. If the character strikes at the door his mind will cause his muscles to stop his hand from passing the door's illusionary surface. He will, however, think that he has struck the door, possibly injuring his hand. If the character runs at the door his mind will cause him to run slower and slower until he is stopped at the point of contact with the illusion but to all appearances he will smash into the door, possibly injuring himself.

These voluntary and controllable actions against the illusion can be stopped by all illusions created with ILLUSION 2, ILLUSION 3, or ILLUSION 4. It is only those created with ILLUSION 4, however, that will seem to deal appropriately with involuntary actions against the illusion, such as a fired arrow.

If any illusion is perceived as an illusion then all its effects can be ignored by those who know it is an illusion. In this

case an illusion created by the ILLUSION 4 spell will continue to attempt to maintain its credibility but this can be ignored by the characters.

The following example outlines the effects of the same illusion but when cast by each of the three spells ILLUSION 2, ILLUSION 3, and ILLUSION 4:

e.g. The Situation: a group of characters walk up a dead end corridor.

The Illusion: At the other end of the corridor, a grill of strong metal bars appears, trapping the characters in the corridor.

ILLUSION 2: With this spell the bars would suddenly appear in place as no animation is possible with the spell. This is not a normal event thus the illusion has failed a reality test and so all characters that saw the bars appear would be allowed an attempt to influence their Karma. If any are successful they can explain the illusion to the others and all can simply walk passed the bars. If none are successful then other tests may be undertaken. If a character places his hand against the bars or tries to walk through them they will appear solid. If a staff is thrown against the bars it will simply pass through, causing the illusion to fail a reality test and allowing all characters that witness the staff passing through the bars a Karma influence attempt to detect the illusion as such. If all the characters still believe the bars to exist then they would not have any logical reason to try a similar test and so should not be allowed to do such by the Battle Master. However, different tests may be carried out.

ILLUSION 3: As animation is allowed with this spell, when the bars appear they can be made to slide down from an opening in the ceiling, a plausible method for their appearance. Other tests may be carried out to determine whether the bars are real or illusion, by attempting to cause the bars to fail a reality test.

ILLUSION 4: It is very difficult for all characters to escape from the bars created with this spell unless some character has use of a PERCEIVE ILLUSION spell or is successful in detecting the illusion with exceptional intelligence. No grounds for disbelief in the illusion will exist when the bars appear and tests such as throwing a staff against the bars will fail. The staff may appear to fall back into the trapped area or hit one of the bars and fall through onto the other side etc. If a character is thrown through the bars then he will pass through and all other characters will see him pass through but for some logical reason such as the bars bending to give way and then bending back etc. However, there will be one character left trapped on the other side as he will be unable to throw himself through. To attempt this he must run at the bars. The illusion would affect him such that he would think he has run and thrown himself at the bars but he will actually slow down and stop before coming into contact with the illusion. The other characters can

not tie a rope to him and pull him through as they will think they are trying to pull him through the bars but the illusion will affect them such that they will not actually pull when the other character is against the bars. If the trapped character could somehow fire himself at the bars, perhaps from a large ballista, then he would be free because the force can not be controlled by any of the characters minds.

MIND SPELLS

Listed below are several spells that are considered to directly affect the minds of their victims. Because of the nature of some types of creatures, they are unable to be affected by these spells. These creatures include demons, Undead, and any other creature with an intelligence of three or less.

MIND SPELLS

Alric's Godly Stature	Knowledge Transfer
Body Stasis	Lie
Compulsion	Mind Dissolution
Confusion	Mind Mist
Distraction	Mind Link
Drowsiness	Mind Scan
Ego Exchange	Mind Strength
Failing Memory	Mind Weakness
Fear	Possession
Foreboding	Remember
Hypnotism	Sleep
Idea Insinuation	Telepathy
Insanity	Truth

RANDOM GENERATION OF SPELLS

To randomly generate a spell, use the following tables to determine the class and level of the spell and then the appropriate class spell list to determine the exact spell generated.

SPELL CLASS DETERMINATION			
CLASS	1d100	CLASS	1d100
Cleric	01-25	Druid	51-75
Conjurer	26-50	Mind Mage	76-100

SPELL LEVEL DETERMINATION			
LEVEL	1d100	LEVEL	1d100
1	01-10	6	76-85
2	11-30	7	86-90
3	31-50	8	91-95
4	51-65	9	96-98
5	66-75	10	99-100

NUMBER OF SPELLS BY CLASS AND LEVEL										
	1	2	3	4	5	6	7	8	9	10
Cleric	13	12	11	9	6	8	7	6	2	1 75
Conjurer	11	15	15	8	7	6	5	4	3	1 75
Druid	10	16	15	11	6	6	5	3	2	1 75
Mind Mage	12	15	18	6	7	6	5	3	2	1 75

SPELL DETAILS

ALRIC'S GODLY STATURE

Level: 5
Range: 0
Duration: 5 rounds
Scope: Sight radius
Class: Mind Mage
Manna Points: 5/15
Karma Influence: see below
Modifiable Attributes (1): 1. duration + 2 rounds.

When a Mind Mage casts this spell he will appear as the deity of any creature looking on. Any creature viewing the caster that fails an attempted Karma Influence will obey the caster as if the caster were a god. This spell bestows telepathy upon the caster so he can commune with all worshipping creatures. However, if the Mind Mage asks the worshippers to act away from their natural disposition they will be allowed a second Karma Influence attempt to try to break the control. Worshippers will hold a dim view of creatures that deny that the caster is their god. There is a 1% chance that the actual god or gods that the caster is imitating will notice the attempt and act accordingly, perhaps striking the caster down for his blasphemy. The material components for this spell are a crushed rose and a ruby of 1000 gold coin value. The rose is consumed.

AMPHIBIOUS BREATH

Level: 2
Range: 0
Duration: 20 rounds
Scope: touch
Class: Druid
Manna Points: 1/6
Karma Influence: none
Modifiable Attributes (1): 1. duration + 10 rounds.

When this spell is cast upon a creature, that creature is able to breathe normally under water or upon land, for the duration of the spell. It does not endow creatures of one terrain type with the ability to move about on the other. Thus, a fish will not be able to walk on land while a character that is unable to swim will not be bestowed with this ability and will have to walk along the bottom of the lake or ocean etc. The material component for this spell is a small glass vial, half filled with fresh water and half with air. It is not consumed in the casting.

ANIMAL COMMUNICATION

Level: 2
Range: 0
Duration: 10 rounds
Scope: hearing distance
Class: Druid
Manna Points: 1/6
Karma Influence: none
Modifiable Attributes (1): 1. duration + 5 rounds.

When a Druid casts this spell he is able to communicate verbally with all types of animals within hearing distance. He is able to ask questions, receive answers, give directions and eavesdrop on animal to animal conversations with complete understanding, although the context of some of the information gathered may not be understood if the Druid is not familiar with the habits of the animal in question. This spell does not necessarily make any animals involved amicable towards the Druid. There is no material component required.

ANTIDOTE

Level: 4
Range: 0 (30m)
Duration: Permanent
Scope: 1 creature
Class: Druid
Manna Points: 4/8 (3)
Karma Influence: none

There are only three possible normal manna point expenditures for this spell. If four manna points are used then poisons from poison class 1 are able to be neutralised. A six manna point expenditure will allow poisons from class 2 to be neutralised and eight manna points will allow poisons from class 3 to be made ineffective. Ordinarily the creature that has been poisoned or the poison itself must be touched for the spell to work. An extra three manna points may be used to allow a thirty metre range. If the Druid can't get through the armour of the creature on which he wishes to cast the spell, the extra manna points must be used. Snakes and other such poisonous creatures can be temporarily detoxified by this spell. There is no material component.

BARRIER

Level: 5
Range: 60m
Duration: 20 rounds
Scope: 20 square metres
Modifiable Attributes (2): 1. range + 20m
2. duration + 10 rounds
3. scope + 10 square metres

When casting this spell, the caster must choose from one of six barriers that the spell may produce, i.e. energy, fire, ice, iron, stone, or wood. An energy barrier is an almost invisible shimmering plane of light that will allow nothing to pass through. Any creatures encountering an energy barrier must successfully influence their Karma or they will not notice the barrier. It will also cause 2d6 hit points of damage directly on the body of any creature that touches it or tries to pass through. A fire barrier can easily be passed through but all creatures doing so will suffer 3d6 hit points of fire damage. All other barriers can not be passed through normally, until they are broken or they dissipate. The solid barriers are 10cm thick and have the appropriate number of hit points {ADVENTURE ARCHIVES, SIEGE AND CONSTRUCTION}. To create a solid barrier, at least two of its sides must be attached to some fixed object, e.g. a wall, tree, pile of boulders, etc. The material component for each barrier is a piece of material of the type of the barrier and is consumed in the spell. Energy barriers require a sliver of mica and a sprinkling of diamond powder (value 50 gold coins). The powder is consumed.

BEAST OF BURDEN

Level: 1
Range: 30m
Duration: 1 day
Scope: 1 beast
Modifiable Attributes (1): 1. duration + 1 day
2. + 50 encumbrance

With this spell the Druid is able to bring into being a manna energy creature taking on the form of some normal type of beast of burden, e.g. an ox, horse, donkey, or perhaps Sea Steed etc. The beast will obey the will of the caster but is limited as to tasks able to be performed, being restricted to carrying objects slung across its back or pulling a wagon etc. Land dwelling beasts will not be able to travel across water but will be unhindered by swampy material. They transfer this attribute to any wagon or other load being pulled. The beast can not be harmed except by a DISPEL MAGIC spell.

BEAST OF PREY

Level: 3
Range: 30m
Duration: 1 day
Scope: 1 beast
Class: Druid
Manna Points: 3
Karma Influence: none
1d4 + 3 days of food

With this spell the Druid is able to bring into being a manna energy creature taking on the form of some normal type of beast of prey, e.g. large cat, eagle, shark etc. The beast will hunt for the caster and return several times over the next day, bringing food that is edible by the caster, e.g. fish, rabbits, sheep etc. The amount of food brought will be enough for 1d4 + 3 days for one person. The beast can not be harmed except by a DISPEL MAGIC spell.

BETTERMENT

Level: 1
Range: 0 (60m)
Duration: 5 rounds
Scope: 1 creature
Modifiable Attributes (1): 1. duration + 5 rounds
2. ability + 1 or + 10%
Class: Cleric/Mind Mage
Manna Points: 1/3 (3)
Karma Influence: none
one ability + 1 or + 10%

When this spell is cast, the caster must touch the creature that is to be affected. One ability of that creature is then increased by the amount determined by the number of manna points used, e.g. if a character has a riding skill of two and three manna points are used in the spell, this skill level can be increased to five for the duration of the spell. If the target of the spell has no skill level or skill% in an ability then this spell will be ineffectual, e.g. characters who do not know how to swim can not be made able to swim. An extra three manna points may be used to give the spell a range of sixty metres. The material component for this spell is a lizard's tail which is not consumed in the casting.

BIND DEMON

Level: 4
Range: 10m
Duration: 30 rounds
Scope: 5m radius sphere
Modifiable Attributes (1): 1. duration + 10 rounds
2. + 1 demon level
Class: Cleric/Conjurer
Manna Points: 1/12
Karma Influence: none
1 demon level

This spell is very rare and is generally used when summoning a demon, although it may be used to trap an already summoned demon. The level of the demon able to be bound by the spell is determined by the amount of manna used. Demons of a higher level can ignore the effects of the spell. Once a demon enters the scope of the spell it is unable to move passed the boundaries of this scope. Typically, the spell is cast on an area and then a demon summoned into that area. Once the duration expires the demon is free to move out of the scope of the spell as the spell is no longer in operation. The material component is a sprinkling of iron across the scope of the spell.

BLESS

Level: 1
Range: 60m
Duration: 10 rounds
Scope: 30m radius sphere
Class: Cleric
Manna Points: 1/3
Karma Influence: none
+ 5% Karma Influence

Modifiable Attributes (2): 1. Range + 20m
 2. duration + 5 rounds
 3. scope + 10m radius sphere
 4. + 5% Karma Influence

When a Cleric casts this spell, all creatures within the scope that the Cleric desires to be affected, will gain the increase to their Karma Influence for the duration of the spell. This spell can also be cast upon the remains of creatures that have been killed by certain Undead monsters to prevent the slain creature rising from the dead as one of those Undead that killed it. The material component for the spell is a splash of holy water.

BLINDNESS

Level: 3 Class: Cleric/Mind Mage
 Range: 30m Manna Points: 3/9
 Duration: Permanent Karma Influence: nullify
 Scope: 1 Creature

Modifiable Attributes (1): 1. range + 10m.

When a Cleric or Mind Mage casts this spell, one creature within the range of the spell will be struck blind, unless a successful Karma Influence is made. There is no material component required.

BLIZZARD

Level: 7 Class: Conjurer/Druid
 Range: 250m Manna Points: 6/21
 Duration: 5 rounds Karma Influence: 1/2 damage
 Scope: 50m*50m*10m Damage: 2d6

Modifiable Attributes (1): 1. range + 50m
 2. duration + 1 round
 3. scope + 50m*50m*10m
 4. damage + 1d6

When this spell is cast, a frozen gale leaps up within the scope. As well as a strong freezing wind, hail and sleet lash all those caught within it. The winds are up to fifty kilometres an hour in velocity. The initial range of the spell is that determined by the amount of manna used but each round the caster may move the blizzard a distance equal to this initial range. Thus the ultimate range of the spell is limited by the duration of the spell, e.g. if a blizzard with an initial range of 250m has a duration of ten rounds, then it can be moved out to a range of 2500m by the end of the tenth round. Thus the blizzard can be moved further away by the caster, perhaps in pursuit of an enemy. To move the blizzard, however, the caster must concentrate on the spell for that round. All creatures caught in the blizzard will take the appropriate damage directly from their bodies every round. A Karma Influence attempt must be made each round and if successful will halve the damage sustained in that round. All mobility in the blizzard will be reduced to one third of its normal value.

BODY OF MANY GUISES

Level: 5 Class: Conjurer
 Range: 10m Manna Points: 5/15
 Duration: 30 rounds Karma Influence: nullify
 Scope: 1 creature

Modifiable Attributes (1): 1. duration + 10 rounds

When the Conjurer casts this spell upon a creature, that creature will assume the form of any other creature as determined by the caster. The victim is allowed a Karma Influence attempt against the spell if the victim is an unwilling target. The abilities gained from the new form are,

however, limited to the physical abilities, i.e. the ability to fly, swim or run swiftly etc. When the Conjurer casts the spell upon himself, he is able to change form at will while the spell is still active. When cast on another creature, however, only one further change is allowed, that being a return to natural form at the expiration of the spell which may be cut short by the caster. There is no material component.

BODY STASIS

Level: 2 Class: Cleric/Mind Mage
 Range: 60m Manna Points: 1/6
 Duration: 5 rounds Karma Influence: nullify
 Scope: 1 creature

Modifiable Attributes (1): 1. range + 15m
 2. duration + 5 rounds
 3. scope + 1 creature

This spell will cause any victim that is unsuccessful with its Karma Influence to have its link between mind and body severed for the duration of the spell. The victims remain aware of what is occurring around them but are unable to participate or move in any way, retaining the position they were in when the spell was cast.

BRAVADO

Level: 3 Class: Cleric/Mind Mage
 Range: 60m Manna Points: 2/9
 Duration: 4 rounds Karma Influence: none
 Scope: 10m radius sphere or 6 creatures

Modifiable Attributes (2): 1. range + 10m
 2. duration + 1 round
 3. scope + 5m radius sphere
 or + 2 creatures

A BRAVADO spell will remove the effects of a FEAR spell or other fear based attacks and also give a + 20% bonus for Karma Influence against all further fear based attacks for the duration of the spell. If a creature that has not had the spell cast upon itself moves out of the scope of the spell he will be subject to fear based attacks again at his normal resistance. The material component for the spell is a portion of powdered chicken beak; it is consumed.

BURNING SOUL

Level: 6 Class: Cleric
 Range: 90m Manna Points: 4/18
 Duration: Instantaneous Karma Influence: nullify
 Scope: 20m radius sphere power injury
 Damage: 1d6 H.P., 1 power point

Modifiable Attributes (2): 1. range + 20m
 2. scope + 10m radius sphere
 3. damage + 1 hit point, + 1 power point

This spell is an attack on the souls of all creatures within the scope. Each creature in this area must be successful with its Karma Influence or suffer bodily and spiritual damage as determined by the amount of manna used. A successful Karma Influence will nullify all damage to the power of the victims but not the bodily damage. Also, all affected creatures will forfeit all remaining initiative in this round and lose the initiative in the next round due to shock. Armour does not absorb any damage taken.

CAGE

Level: 3 Class: Conjurer
 Range: 60m Manna Points: 1/9
 Duration: 10 rounds Karma Influence: none
 Scope: 10 size points
 Modifiable Attributes (2): 1. range + 10m
 2. duration + 10 rounds
 3. scope + 10 size points

When a Conjurer creates a CAGE, a magically strong cage appears in the desired area up to the range of the spell. It may be conjured over one or more creatures. The total size of the creatures CAGED may not exceed the size allotment determined by the amount of manna used and these creatures may not be, on average, more than one metre apart. The cage appears instantly and is solidly fixed into the ground or surface upon which it is conjured. When the spell duration expires the cage will disappear. The caster can prematurely cause the spell to expire. The material components required are two small rods of iron. They are not consumed in the casting.

CALLING

Level: 1 Class: Conjurer/Druid
 Range: 10m Manna Points: 1/3
 Duration: Instantaneous Karma Influence: none
 Scope: 1 object item of 2 encumbrance units
 Modifiable Attributes (1): 1. range + 10m
 2. + 2 encumbrance units

When this spell is used, the caster concentrates on any inanimate object of encumbrance up to that determined by the manna used. The object will then fly through the air into the caster's hand. The object must be visible to the caster and can not be held or attached to any other object as the force created is fairly weak. Similarly, jammed or stuck objects can not be CALLED.

CAUSE WOUNDS

Level: 2 Class: Cleric/Druid
 Range: 0 (30m) Manna Points: 1/6 (3)
 Duration: Permanent Karma Influence: 1/2 damage
 Scope: 1 Creature Damage: 1d4 + 1
 Modifiable Attributes (1): 1. damage + 1d4 + 1

Each manna point expended on this spell will cause 1d4 + 1 hit points of bodily damage against a creature; a successful Karma Influence will reduce this by half. For the full effect of the spell to be felt, the caster must touch the creature to be affected, otherwise the creature's armour will absorb hit points as if in combat. An extra three manna points can be used to give a range of thirty metres and negate any armour absorption effects.

CHARIOT OF FAR TRAVELLING

Level: 7 Class: Conjurer
 Range: 100m Manna Points: 3/21
 Duration: 1 hour Karma Influence: none
 Scope: one chariot holding 60 size points
 Modifiable Attributes (1): 1. range + 100m
 2. duration + 30 rounds
 3. scope + 20 size points

When a Conjurer casts this spell, a large chariot drawn by six horses appears at the desired location within the range of the spell. Both the chariot and horses appear as shimmering blue apparitions. The chariot is able to hold a number of creatures not exceeding the size as determined

by the amount of manna used. Access can only be gained from the rear of the chariot. The horses are able to travel with a mobility of twenty-one or at forced march pace, whichever is relevant, for the entire duration of the spell at which time they will fade from existence, spilling any creatures within the chariot onto the surrounding ground. The chariot can not travel over water but is able to traverse semi-solid land such as swamp or marsh with no hindrance. Once inside the chariot no creature can be harmed in any way from outside, except from the rear of the chariot. The chariot and horses can not be harmed.

CLOAK

Level: 5 Class: Cleric/Mind Mage
 Range: 0 Manna Points: 3/12
 Duration: 3 hours (1 day) Karma Influence: none
 Scope: 1 creature, object special Karma Influence, 40%
 Modifiable Attributes (1): 1. duration + 3 hours (+ 1 day)
 2. scope + 1 creature, object
 3. + 10% special Karma Influence

When this spell is cast, the recipient is allowed a special Karma Influence against all magical forms of detection such as REVELATION, MANNA IDENTIFICATION and POWER VISION, as well as location by Crystal Balls and other such devices. If this spell is cast on an inanimate object the duration of the spell will be in days rather than hours. The spell may be used in conjunction with a MANTLE OF OBSCUREMENT spell to gain a superior form of invisibility as the special Karma Influence would then also be applicable to the EYES OF SEEING spell. The material component for the spell is a silk cloth (value 25 gold coins) which is waved over the target of the spell and consumed.

CLOUD CHARIOT

Level: 3 Class: Druid
 Range: 60m Manna Points: 2/9
 Duration: 20 rounds Karma Influence: none
 Scope: passengers up to total size of 15, mobility 24
 Modifiable Attributes (1): 1. duration + 20 rounds
 2. scope + 10 size points

When this spell is cast there must be at least one cloud within one kilometre - horizontal distance - of the Druid. Vertical distance does not affect the spell. The Druid stands facing the cloud and inhales deeply. A small piece of the cloud then breaks from the main cloud and flies to the ground within sixty metres of the caster. A number of people up to the total size allocation of the cloud, as determined by the amount of manna used, may then step onto the cloud. The cloud will travel at any speed up to a mobility of 24 for the duration of the spell. The Druid must travel on the cloud and, to manoeuvre, must concentrate on doing so. If the Druid falls from the cloud or becomes unconscious, the cloud will cease travelling and float slowly to the ground and dissipate. The material component is a splash of water.

CLOUD OF BILLOWING SMOKE

Level: 2 Class: Druid
 Range: 90m Manna Points: 1/6
 Duration: 2 rounds Karma Influence: 1/2 duration
 Scope: 10m radius sphere choking, stunning

Modifiable Attributes (2): 1. range + 20m
2. duration + 2 rounds
3. scope + 10m radius sphere

The Druid casts this spell on any normal fire which quickly smothers, causing a huge cloud of thick smoke to billow forth. This smoke will cover the scope almost immediately. All creatures caught in the smoke cloud will be affected for the duration of the spell as though they were stunned, unless a successful Karma Influence attempt is made, in which case the amount of time affected is reduced by half. Small fires such as a torch flame will cover only half the scope.

COMPULSION

Level: 1 **Class:** Cleric/Mind Mage
Range: 30m **Manna Points:** 1/3
Duration: 1 round **Karma Influence:** nullify
Scope: 1 creature

Modifiable Attributes (1): 1. range + 10m
2. duration + 1 round
3. scope + 1 creature

When casting this spell, the manna user speaks a single word or short sentence that the victim must be able to understand. The words must be in the form of a command that the victim is able to attempt. If the victim fails a Karma Influence then he/she will be compelled to undertake the command for the duration of the spell. The command must be to perform some action such as 'run away', 'go to sleep', 'stop', 'surrender' etc. and the action can not be against the general nature of the victim. Thus a person can not be compelled to commit suicide or a trader can not be ordered to give away his stock. The trader may, however, be compelled to sell his goods for a cost that will not gain him any profit or perhaps even for a small loss. A successful Karma Influence will nullify the spell for that victim. No material component is required.

CONDEMN

Level: 1 **Class:** Cleric
Range: 60m **Manna Points:** 1/3
Duration: 10 rounds **Karma Influence:** nullify
Scope: 30m radius sphere **-5% Karma Influence**

Modifiable Attributes (2): 1. Range + 20m
2. duration + 5 rounds
3. scope + 10m radius sphere
4. -5% Karma Influence

When a Cleric casts this spell all creatures within the scope that the Cleric desires to be affected, will have a reduced Karma Influence% for the remainder of the duration of the spell, unless a successful Karma Influence is made against the spell at the normal value. The material component for the spell is a splash of holy water.

CONFUSION

Level: 4 **Class:** Cleric/Mind Mage
Range: 60m **Manna Points:** 2/12
Duration: 5 rounds **Karma Influence:** nullify
Scope: 4 creatures

Modifiable Attributes (1): 1. range + 20m
2. duration + 5 rounds
3. scope + 2 creatures

When this spell is cast, a number of creatures as determined by the amount of manna used will become confused unless they are successful with a Karma influence

attempt. All the creatures must be within the range of the spell.

CONJURE ELEMENTAL

Level: 6 **Class:** Druid
Range: 30m **Manna Points:** 3/18 (6)
Duration: 1 hour **Karma Influence:** none
Scope: 1 Lesser Elemental Spirit

Modifiable Attributes (1): 1. range + 10m
2. duration + 20 rounds
3. scope + 1 Elemental Spirit

When this spell is cast, a number of Elemental Spirits will appear within the range of the spell as determined by the amount of manna used. These spirits will do the bidding of the Druid that cast the spell unless this bidding interferes with any natural forms. If a request like this is asked of the spirits they will turn on the caster and attack him. An extra six manna points may be used to conjure a Greater Elemental Spirit but if this is done then only one can be summoned. The material component for this spell is a small amount of the element of the type of spirit wished to be summoned. It is consumed in the casting of the spell.

CONTROL DEMON

Level: 8 **Class:** Cleric/Conjurer
Range: 60m **Manna Points:** 8/30
Duration: instantaneous **Karma Influence:** none
Scope: 1 demon level **25% control**

Modifiable Attributes (1): 1. range + 20m
2. scope + 1 demon level
3. +25% control

With this spell a Cleric or Conjurer is able to exert control over demonic spirits. This control, if successful, will be total and the demon will be subservient to the caster. To initiate control, the spell is cast and the caster must score less than or equal to the Control% with 1d100 for each demon desired to be controlled. If unsuccessful with a roll that demon will not be under the caster's control. Also, one power point must be used by the caster for every two levels of demon that become controlled. If the caster fails with a control attempt then that demon can not be controlled by the caster with that invocation of the spell. To maintain control, the caster can not use any power points for any other activity and can not regain power points by any means. The caster can, at any time, disband the demon, forcing it to return to Hades.

CREATE MAGICAL ITEM

Level: 9 **Class:** Conjurer
Range: 0 **Manna Points:** 10/50
Duration: Permanent **Karma Influence:** none
Scope: 1 item

The number of manna points used for this spell can only be a multiple of ten, thus only five valid manna expenditures exist, i.e. 10, 20, 30, 40, or 50 manna points.

The types of magical items created by this spell include weapons, armour, shields etc. Other types of magical items such as wands and rings etc. are created by means described elsewhere. Also, the type of magic in the items does not include special effects such as flame etc. For every ten manna points used, one '+' is created. Thus, if thirty manna points were used, a +3 sword could be created, or a +3 suit of armour etc. Prior to the casting of

this spell, the item concerned must have been enchanted with a MANNA FLUX spell, no longer than one week earlier. This spell also drains 1d4 power points plus one power point for every ten manna points used from the Conjuror's current power. Normally, this spell will not cause a manna rift but if it is cast on an item that has not been enchanted or from which the enchantment has faded (i.e. enchanted longer than one week prior) then the normal probability of a manna rift occurring is relevant.

CREATE UNDEAD

Level: 8 Class: Cleric
Range: 0 Manna Points: 4/20
Duration: until destroyed Karma Influence: none
Scope: 1 undead creature

For every two manna points used with this spell, one monster level can be created. Thus a Zombie can be created by using four manna points, or a Mummy by using ten. A corpse or the skeletal remains etc. of a humanoid is required, as appropriate to the type of undead that is to be created. Undead that are created will do the bidding of the Cleric that created them. This is dependent, however, upon the Cleric being successful with a Karma Influence attempt at +20% when the creature is first created. If the Karma Influence by the Cleric, for a creature, fails, then that creature will turn on the Cleric and attack him. Intelligent Undead, such as Vampires, may appear as though under control of the Cleric but are actually waiting for the most opportune time to attack. Materials of 200 gold coins per manna point are required to create an Undead creature and are consumed in the casting of the spell.

CREATION

Level: 7 Class: Conjuror
Range: 60m Manna Points: 4/21
Duration: 1 day Karma Influence: none
Scope: 1 object size 15

Modifiable Attributes (2): 1. range + 20m
2. duration + 1 day
3. scope + 5 size points

When a Conjuror casts a creation spell, he brings into being an object as described by the caster. Before this can be done however, he must first construct a similar object himself, out of any available materials and as crude in construction as he desires. The object must merely resemble the desired resultant object in vague appearance and size. Thus the Conjuror could create a catapult merely by outlining the shape with branches and shrubs or could create a real sword from a shaped branch. When the spell duration expires the object will revert to its original components. The material component for the spell is a small amount of diamond powder (25 gold coin value) that must be sprinkled over the desired object.

CREATURE COMPANION

Level: 5 Class: Druid/Mind Mage
Range: 60m Manna Points: 4/15
Duration: special Karma Influence: see below
Scope: 1 creature

Modifiable Attributes (1): 1. range + 20m

When this spell is cast, one creature desired by the caster will look upon the caster as a loyal and trusted companion unless a successful Karma Influence is made,

in which case a normal reaction will occur. When a Druid casts the spell only animals are affected while a Mind Mage is only able to affect humanoids. The duration of the spell is determined by subtracting the level of the monster concerned from the amount of manna used. This figure is the number of days for which the companionship exists. Thus, if the level of the target monster is not less than the amount of manna used, the spell will be inoperative. Once this time span has elapsed the creature that has been affected will be free from the spell. There is no material component required.

CRYPTIC WORDS

Level: 4 Class: Cleric/Mind Mage
Range: 0 Manna Points: 1/12
Duration: 5 rounds (days) Karma Influence: none
Scope: 1 text or creature

Modifiable Attributes (1): 1. duration + 5 rounds (days)
2. scope + 1 text or creature

This spell can be cast upon a creature, giving a duration in rounds, or upon a written text which will give a duration of days. It will cause all that the creature says to be unintelligible or the text to be unreadable for the duration of the spell.

CURE

Level: 4 Class: Cleric/Druid
Range: 0 (30m) Manna Points: 4/8 (3)
Duration: Permanent Karma Influence: none
Scope: 1 creature

There are only three possible normal manna point expenditures for this spell. If four manna points are used then mild diseases are able to be cured. A six manna point expenditure will allow serious diseases to be cured and eight manna points will allow fatal diseases to be cured. Ordinarily, the creature that is diseased must be touched for the spell to work. An extra three manna points may be used to allow a range of thirty metres. If the caster can't get through the armour of the creature on which he wishes to cast the spell, the extra manna points must be used. There is no material component.

CURSE

Level: 5 Class: Cleric
Range: 100m Manna Points: 6/15
Duration: Permanent Karma Influence: nullify
Scope: 1 creature

Modifiable Attributes (1): 1. range + 100m

When a Cleric casts a CURSE spell, the intended victim must perform a successful attempt at Karma Influence or be afflicted by a curse from the caster. Typical curses include the lowering of one major character attribute to 1d4 or the reduction of all weapon% to half of their norm or a reduced Karma Influence or be afflicted with clumsiness, not being able to hold any object in a stressful situation. Limitations to curses must be controlled by the Battle Master. There is no material component to this spell.

CURSE OF TARDY ACTION

Level: 3 Class: Conjuror/Mind Mage
Range: 30m Manna Points: 2/9
Duration: 5 rounds Karma Influence: nullify
Scope: 1 creature reduced combat and mobility

Modifiable Attributes (1): 1. range + 10m
2. duration + 5 rounds.

When this spell is cast on a creature, that creature has its mobility reduced by half and the victim always scores a one for initiative for the duration of the spell. Also, the victim's attack sequence is reduced to only one attack or parry with a weapon or shield. A Karma Influence is allowed against the effects of the spell. The material component is a tortoise toenail.

DARKNESS

Level: 1 Class: All
Range: 60m Manna Points: 1/3
Duration: 30 rounds Karma Influence: none
Scope: 10m radius

Modifiable Attributes (1): 1. range + 10m
2. duration + 10 rounds
3. scope + 5m radius sphere

When this spell is cast, a globe of darkness appears, centred any place up to the range of the spell. Thus, it may be cast upon creatures, the darkness moving with the creature. The darkness will cover an area that will smother all normal light sources or nullify a LIGHT spell. No material component is required.

DEAFNESS

Level: 3 Class: Cleric/Mind Mage
Range: 60m Manna Points: 3/9
Duration: Instantaneous Karma Influence: nullify
Scope: 1 creature

Modifiable Attributes (1): 1. range + 20m

When this spell is cast upon a creature, that creature becomes totally deaf, unless a successful Karma Influence is made. This deafness can be cured by means of a DISPEL MAGIC or CURE spell. The material component is the ear of a bat which is not consumed in the casting of the spell.

DEATHLY VISAGE

Level: 5 Class: Mind Mage
Range: 20m Manna Points: 3/15
Duration: 2d6 rounds Karma Influence: 1 round
Scope: 1 creature duration

Modifiable Attributes (1): 1. range + 5m

When this spell is cast, the victim will instantly relive the most fearful event in its life. The victim is only entitled to a Karma Influence if its constitution and intelligence scores total more than 24. A successful Karma Influence attempt will still leave the victim incapacitated for one round. A failed Karma Influence will incapacitate the victim for 2d6 rounds due to shock and trauma. Only one creature within the range of the spell may be affected per casting of the spell. The material component of the spell is a small mirror that shatters when the spell is cast.

DEMON VOICES

Level: 1 Class: Cleric/Mind Mage
Range: 60m Manna Points: 1/3
Duration: 1 round Karma Influence: nullify
Scope: 1 creature

Modifiable Attributes (1): 1. duration + 1 round.

When this spell is cast, one creature at the caster's discretion and within the range of the spell will hear voices inside its head unless a successful Karma Influence is made. If the attempt fails then the creature will be confused

for the duration of the spell. The material component of the spell is a lizard's tongue and is not consumed in the casting of the spell.

DESTROY UNDEAD

Level: 8 Class: Cleric
Range: 30m Manna Points: 3/24
Duration: instantaneous Karma Influence: see below
Scope: 2 Undead levels

Modifiable Attributes (1): 1. range + 10m
2. scope + 2 Undead levels

With this spell, Undead creatures are able to be destroyed. A number of creatures may be affected by the one casting of the spell depending upon the number of Undead levels able to be affected. Only Shadow Riders are allowed a Karma Influence attempt. No material component is required.

DETECT MAGIC

Level: 1 Class: All
Range: 0 Manna Points: 1/3
Duration: 2 rounds Karma Influence: none
Scope: 30m radius sphere

Modifiable Attributes (1): 1. duration + 2 rounds
2. scope + 30m radius sphere

The DETECT MAGIC spell allows the caster to detect magical vibrations or the focusing of manna in the scope which is centred on the caster. Thus, all magical items and existing spells will be revealed. All normal metal directly between the caster and the magic being detected will prevent the detection. However, magical metal does not cause this restriction. There is no material component.

DETECT TRAPS

Level: 2 Class: Druid
Range: 0 Manna Points: 1/6
Duration: 5 rounds Karma Influence: none
Scope: 20m radius sphere

Modifiable Attributes (1): 1. duration + 5 rounds
2. scope + 5m radius sphere

When a Druid casts this spell, he is able to detect all physical traps within the scope. The types of trap include falling nets, firing arrows, opening pits, falling stone blocks etc. The material component for this spell is a small hair noose which is not consumed in the casting.

DISABILITY

Level: 1 Class: Cleric/Mind Mage
Range: 0 (60m) Manna Points: 1/3 (3)
Duration: 5 rounds Karma Influence: nullify
Scope: 1 creature one ability -1 or -10%

Modifiable Attributes (1): 1. duration + 5 rounds
2. ability -1 or -10%

This spell reduces the score of one ability of the victim by the appropriate amount, -1 ability point or -10%, whichever is appropriate, unless a successful Karma Influence is made in which case the spell does not affect the victim. The caster must touch the creature that is to be affected or an extra three manna points may be used to give the spell a range of sixty metres, e.g. if a character has a riding skill of five and three manna points are used in the spell, this skill level can be reduced to two for the duration of the spell. The material component for this spell is a lizard's tail which is not consumed in the casting.

increased by an amount determined by the amount of manna used to cast the spell. The material component is a grasshopper leg that must be broken as the spell is cast.

DRAGON BREATH

Level: 5 Class: Conjurer
Range: 0 Manna Points: 2/15
Duration: 1 round Karma Influence: see below
Scope: cone, 10m base, 20m length
Damage: 4d6

Modifiable Attributes (2): 1. scope cone length +10m
2. scope cone base +5m
3. damage +2d6

When the spell is cast, the Conjurer blows hard across the powdered scale of a dragon. This causes a cone of dragon breath, with dimensions determined by the amount of manna used, to burst forth in the direction of the blowing. The type of breath emitted is determined by the type of dragon from which the scale was taken, the breath being of the same type as the Dragon Blast of that dragon. All those caught in the breath will take full damage unless successful with a Karma Influence. Any resistances to the breath of the dragon from which the scale was taken also apply. The powdered scale is consumed in the casting of the spell.

DRAIN WILL POWER

Level: 6 Class: Cleric/Mind Mage
Range: 0 (30m) Manna Points: 3/18 (3)
Duration: until restored Karma Influence: nullify
Scope: Creature touched 1 Power point lost

DRAIN WILL POWER causes the victim to lose current power points at a ratio of one per three manna points used. The victim is entitled to a Karma Influence which, if successful, nullifies the spell for that victim. An extra three manna points may be used to give the spell a range of thirty metres. There are no material components.

DROWSINESS

Level: 4 Class: Cleric/Mind Mage
Range: 20m Manna Points: 2/10
Duration: 4 rounds Karma Influence: nullify
Scope: 10m radius sphere

Modifiable Attributes (2): 1. range +10m
2. duration +2 rounds
3. scope +5m radius sphere

When this spell is cast, the caster may centre the scope at any distance up to the range of the spell as determined by the amount of manna used. Any creature caught in the scope must attempt a Karma Influence. If unsuccessful, the creature must, due to extreme fatigue, subtract 2 from all initiative rolls. Also, failing creatures will have a reduced Attack% (three quarters of their total) and their Melee Dodge% is halved. All effects last only for the duration of the spell. The material component for this spell is the leg of a miniature or young tortoise.

EARTH TRANSMUTATION

Level: 5 Class: Druid
Range: 60m Manna Points: 2/15
Duration: Instantaneous Karma Influence: none
Scope: 10 cubic metres

Modifiable Attributes (2): 1. range +10m
2. scope +5 cubic metres

When a Druid casts this spell he is able to transform the appropriate volume of solid rock or packed earth etc. into a pool or slide of mud. If the mud pool is deep enough to cover characters or creatures, they will drown if they can not swim out. A character must have a swimming ability of at least 3 and creatures must have a swimming mobility of at least 9, to be able to swim from the mud. If, however, a mud slide can spread out over a valley floor etc. then creatures caught in the onslaught will merely be swept away, as the mud will spread to a depth of only twenty centimetres or so. No material component is required.

EARTHQUAKE

Level: 9 Class: Druid
Range: 1km Manna Points: 10/30
Duration: Instantaneous Karma Influence: none
Scope: 500m rad. sphere Damage: 2d6*20

Modifiable Attributes (1): 1. range +200m
2. scope +50m radius sphere
3. damage +20 H.P.

When this spell is cast, an earth tremor will rock the prescribed area. All buildings and fixed structures within the scope will suffer damage as indicated by the amount of manna used. All creatures of level three or below will be panicked (as a FEAR spell) for 1d6 rounds. Higher level creatures will lose all remaining initiative for that round due to disorientation and confusion. These effects will not be felt by creatures that are flying. The material component for the spell is a small rock covered with diamond powder of 100 gold coins value. The rock is crushed and consumed as the spell is cast.

EGO EXCHANGE

Level: 9 Class: Mind Mage
Range: 50m Manna Points: 9/27
Duration: Instantaneous Karma Influence: nullify
Scope: 2 creatures

Modifiable Attributes (1): 1. range +5m

When this spell is cast upon two creatures, their total ego, intelligence, wisdom, and personality are swapped between the two bodies concerned. Any unwilling creature must attempt a Karma Influence. If any Karma Influence is successful then the exchange fails. If the exchange does succeed then each creature involved must perform a second successful Karma Influence to avoid becoming insane due to the shock of the transfer. Each unwilling creature involved must then perform a successful Karma Influence attempt each week for the next 2d4 + 2 weeks to avoid going insane. This spell can thus be used as an offensive weapon or can be used to gain a new body for a creature who is still fit mentally but physically is almost dead etc. No material component is required.

ELEMENT RESISTANCE

Level: 3 Class: Druid
Range: 0 (30m) Manna Points: 2/9 (3)
Duration: 20 rounds Karma Influence: none
Scope: Creature touched +10% Karma Influence

Modifiable Attributes (1): 1. duration +10 rounds
2. Karma Influence +5%

When this spell is cast on a creature, that creature will add the bonus Karma Influence gained to his normal Karma Influence when the victim of any natural element or magical

attack of extreme proportions of the element chosen by the caster at the time the spell was cast, e.g. a FIRE BURST spell, a BLIZZARD or a lava pit. Total immunity to normal elements such as desert temperatures, camp fires, or alpine snows, is gained. As well as the gained Karma Influence bonus, only 1/2 damage is sustained if the Karma Influence attempt is unsuccessful. If successful in the attempt then no damage at all is taken. The material component for this spell is a fibre of asbestos and is consumed in the casting.

ENHANCE WEAPON

Level: 6
Range: 0 (30m)
Duration: 6 rounds
Scope: 1 Weapon

Class: Mind Mage
Manna Points: 3/15 (3)
Karma Influence: nullify
+ 1 magical weapon

Modifiable Attributes (1): 1. duration + 2 rounds
2. + 1 magical bonus

When this spell is cast, all beholders of the affected weapon must perform a successful Karma Influence or believe that the weapon is actually magical of the stature determined by the amount of manna used in the casting. The maximum bonus is +7. Thus, if seven manna points were used, the weapon would appear as a +7 weapon inflicting appropriate damage with appropriate Attack% (i.e. +35% for 6 rounds) on all who fail their Karma Influence attempt. Only one Karma Influence attempt is allowed. If it fails, the magic will be believed for the duration of the spell. If the Karma Influence is successful, the magic is nullified for that character. An extra three manna points may be used to give a range of 30m. The material component of this spell is a small piece of cloth soaked in olive oil. It will be consumed.

EXCAVATE

Level: 6
Range: 120m
Duration: 1 round
Scope: 20 cubic metres/round

Class: Druid
Manna Points: 3/18
Karma Influence: none

Modifiable Attributes (1): 1. range + 30m
2. duration + 1 round

When a Druid casts this spell, massive earth excavations begin. They may start any distance from the Druid up to the range of the spell and then continue in any direction (even past the range of the spell) which can be controlled by the Druid. They may also be started and then left unattended in which case they will continue in the last specified direction. The excavation can be in one area or in many small diggings. The amount of earth shifted each round is fixed but may take any shape desired by the Druid, with a minimum dimension of one metre. This amount is for relatively soft earth. Rock etc. can be affected but at only one quarter of the volume. Castles etc. can not be directly affected but their foundations may be undermined. A mole's claw is required but not consumed.

EXPLODING PELLETS

Level: 2
Range: 100m
Duration: 1 hour
Scope: 1 pellet

Class: Conjurer
Manna Points: 1/6
Karma Influence: none
Damage: 3d6

Modifiable Attributes (2): 1. range + 20m
2. duration + 1 hour
3. scope + 1 pellet of 3d6

When this spell is cast, a number of small red pellets (about five centimetres diameter) appear, whirling around the head of the caster. Each of these pellets is able to be controlled telepathically by the Conjurer and sent against any desired target within the range of the spell. If they are sent beyond this range they will fall to the ground, exploding. When they hit any object they will explode, causing 3d6 damage on that object only. Special hits are not considered. They move fairly slowly, a mobility of only 6, so they may be dodged as a slow projectile. They have 100% chance to hit, less any dodge% of the desired target. They may be shot at by fired hand projectile weapons or hit with swords etc. but have 100% Natural Dodge against these attacks.

EXTRA SENSORY PERCEPTION

Level: 3
Range: 0 (30m)
Duration: 10 rounds
Scope: 1 creature

Class: Druid
Manna Points: 2/9 (3)
Karma Influence: none

Modifiable Attributes (1): 1. duration + 10 rounds

When any creature is the target of this spell, that creature is endowed with an extra sense that is able to replace any or all other senses for the duration of the spell. It also enhances all senses to such a level that any sense is not blocked by any hindrance that would normally block that sense, e.g. if a character is in a totally dark cavern then that character would be able to see as though he were in normal daylight. Blind characters can be made see and deaf creatures can be made to hear. All effects only last for the duration of the spell.

EYES OF SEEING

Level: 2
Range: 0
Duration: 10 rounds
Scope: 60m radius sphere

Class: All
Manna Points: 1/6
Karma Influence: none

Modifiable Attributes (1): 1. duration + 10 rounds
2. scope + 10m radius sphere

When this spell is cast, the caster is able to see all invisible creatures within the scope of the spell which is centred on the spell caster. The material component for the spell is a splash of fine diamond powder which is consumed in the casting of the spell and valued at 20 gold coins.

EYGIL'S DEMATERIALISATION

Level: 3
Range: 30m
Duration: Instantaneous
Scope: 5 encumbrance

Class: Conjurer
Manna Points: 3/9
Karma Influence: nullify

Modifiable Attributes (1): 1. range + 10m
2. scope + 1kg

With this spell, the caster dematerialises an inanimate object with an encumbrance up to the scope, as dictated by the amount of manna used. The spell is primarily used to dematerialise weapons from an opponent's hand during combat. The object to be dematerialised is allowed a Karma Influence attempt at the same level as the character or monster holding it. If the object is not being held the Karma Influence% is 30%. The object dematerialised is not actually disintegrated. It is, in fact, only teleported to the ground at the feet of the spell caster. The material component for this spell is a small crystal of 20 gold coins

value which will appear in the place of the dematerialised object.

EYGIL'S MAGIC ARMOUR

Level: 4	Class: Conjurer
Range: 0 (30m)	Manna Points: 4/12 (3)
Duration: 20 rounds	Karma Influence: none
Scope: 1 creature	Armour of 40 hit points
Modifiable Attributes (1):	1. duration + 5 rounds
	2. armour + 10 hit points

This spell brings into being a shimmering bluish energy field around the recipient. The force field acts as armour, absorbing hit points/10 damage on each hit. Although the armour may get hit and the body of the wearer take damage, the armour itself can never be damaged. The spell cannot be cast on a person who is already wearing armour. The armour will disappear when the spell duration expires or may be dispelled by the wearer at will or by a DISPEL MAGIC spell. The armour has no encumbrance and no weight. It does not retard movement, allowing the wearer to utilise his natural mobility. The material component is a small leather strap with four silver studs to the value of 50 gold coins. It is not consumed.

EYGIL'S MAGIC BOWMAN

Level: 5	Class: Conjurer
Range: 10m	Manna Points: 6/15
Duration: 20 rounds	Karma Influence: none
Scope: 1 Bowman	

Modifiable Attributes (1): 1. duration +5 rounds.

When the Conjuror casts this spell, one magical bowman, complete with long bow, appears within ten metres of the caster. The bowman appears as a faint blue apparition. It can fire two magical bolts that strike as +1 arrows (1d8+2) every round. The bowman has 150% chance of successfully hitting and has the same hit points as the caster. It has no armour but can only be hit by magical weapons of a '+3' nature or greater. The bowman can be dispelled by a **DISPEL MAGIC** spell or by having its hit points reduced to zero. It will suffer the effects of spells in the same way as the caster but with +15% on its Karma Influence. Mind spells do not affect the bowman and it will follow the commands of the caster for the duration of the spell. A small crafted gold bow of 500 gold coins value is required but is not consumed in conjuring.

EYGIL'S MAGIC HOUND

Level: 2
Range: 10m
Duration: 6 hours
Scope: 1 Hound

Class: Conjurer
Manna Points: 2/17
Karma Influence: none

Modifiable Attributes (1): 1. duration + 6 hours.

When this spell is cast, a magical hound is brought into being within ten metres of the caster. The hound appears as a faint blue apparition and it will guard any given area, baying loudly when an intruder enters that area. The Conjuror can hear the baying telepathically within 50km. The hound can attack at 150% with a 1d4 + 1 bite. It has the same hit points as the caster and can only be hit by magical weapons of a '+3' nature or better. The hound will suffer the effects of all spells, bar mind spells, in the same fashion as the caster but with +15% on its Karma Influence. The hound can be dispelled by having its hit points reduced to

zero, at the will of the caster, upon expiry of the spell duration or by a DISPEL MAGIC spell. A small crafted dog tooth with a value of 100 gold coins must be used while casting the spell. It is not consumed.

EYGIL'S MAGIC STEED

Level: 3
Range: 20m
Duration: 30 rounds
Scope: 1 Stead

Class: Conjurer
Manna Points: 3/9
Karma Influence: none

Modifiable Attributes (1): 1. duration + 10 rounds.

When this spell is cast, a magical steed of tremendous strength appears as a faint blue apparition within twenty metres of the caster. It can carry up to 300 encumbrance units, has a mobility of 27, will not tire for the duration of the spell, and can be used as a warhorse. The steed can run across water as easily as on land. It has twice as many hit points as the caster, has no armour but can only be hit by magical weapons of a '+3' nature or greater. The steed can be dispelled by a DISPEL MAGIC spell or by having its hit points reduced to zero. It will suffer the effects of spells in the same way as the caster but with +15% on its Karma Influence. Mind spells do not affect the steed and it will obey the caster for the duration of the spell. A small crafted golden horse of 750 gold coins value is required but is not consumed in the casting of the spell.

EYGIL'S MAGIC SWORDSMAN

Level: 5
Range: 10m
Duration: 20 rounds
Scope: 1 Swordsman

Class: Conjurer
Manna Points: 5/15
Karma Influence: none

Modifiable Attributes (1): 1. duration + 5 rounds.

When the Conjuror employs this spell, a magical swordsman, complete with great sword, appears within ten metres of the caster. The swordsman appears as a faint blue apparition. It strikes with a plane of energy equivalent to a +1 magical great sword (2d8 + 1). The swordsman has 150% chance of successfully hitting an opponent and can strike twice each round. He has no armour but can only be hit by magical weapons of a '+3' nature or better. The swordsman can be dispelled by a DISPEL MAGIC spell or at the discretion of the caster. If reduced to zero hit points it will disappear. Mind spells do not affect the swordsman while other spells affect it in the same way as the caster, with +15% on its Karma Influence. The swordsman will follow all commands of the caster. The material component for the spell is a small crafted gold sword with a value of 500 gold coins. It is not consumed.

EYGIL'S MAGIC WEAPON

Level: 4
Range: 0 (30m)
Duration: 10 rounds
Scope: 1 Weapon

Class: Conjurer
Manna Points: 3/10 (3)
Karma Influence: none
+1 weapon

Modifiable Attributes (1): 1. duration + 2 rounds.

When this spell is cast it brings into being a shimmering plane of energy that resembles any desired hand combat weapon, in the hand of the caster. The weapon will appear semi-transparent, is unbreakable and is magical in its properties. It will inflict normal damage for that weapon type for the duration of the spell, after which it will disappear. The weapon will disappear if the caster

becomes separated from it by more than 100 metres or becomes unconscious or a DISPEL MAGIC spell is cast on it. An extra 3 manna points may be used to give the weapon a +1 magical capability, allow the caster to conjure the weapon up to 30 metres away (possibly in the hand of a friend etc. but not through the body of an opponent) and limit the dispelling methods to a DISPEL MAGIC spell and the spell expiration. A crushed gem (50 gold coins value) is required and expended.

FACADE

Level: 2 Class: Mind Mage
Range: 0 Manna Points: 1/6
Duration: 60 rounds Karma Influence: nullify
Scope: 1 creature

Modifiable Attributes (1): 1. duration +30 rounds

When this spell is cast, the recipient will take on the guise of any humanoid creature of similar height and build. Thus the recipient could appear as a Barbican, King's Guard, Merchant etc. If the recipient is questioned or confronted by a creature with some knowledge regarding the portrayed FACADE then the observer will be allowed a Karma Influence attempt, being successful indicating that he can see through the disguise. The spell does not create actual armour and weapons etc., merely their appearance. A sprinkling of silver dust (1 gold coin value) is consumed.

FACSIMILE

Level: 3 Class: Conjurer/Mind Mage
Range: 30m Manna Points: 2/9
Duration: 10 rounds Karma Influence: none
Scope: 60m radius sphere 1 facsimile

Modifiable Attributes (2): 1. range +10m
2. duration +5 rounds
3. scope +10m radius sphere
4. +1 facsimile

When this spell is cast, a number of identical images of the target of the spell appear within the scope which is centred on the target of the spell. Each facsimile carries out actions that are almost identical to that of the target. Thus, a facsimile seems to attack opponents as does the actual target. A facsimile can be dispelled by a DISPEL MAGIC spell or by being hit for more than five hit points in a single blow in combat. The material component for this spell is a small mirror that is not consumed in the casting of the spell.

FAILING MEMORY

Level: 2 Class: Mind Mage
Range: 60m Manna Points: 1/6
Duration: -10 rounds Karma Influence: nullify
Scope: 1 creature

Modifiable Attributes (2): 1. range +10m
2. duration -10 rounds

A FAILING MEMORY spell causes the victim to forget everything that has happened in the immediate past up to the time as determined by the amount of manna used, e.g. if three manna points are used, the affected creature forgets everything that has happened over the last thirty rounds. The material component is a tuft of elephant hair which is not consumed in the casting of the spell.

FEAR

Level: 3 Class: Cleric/Mind Mage
Range: 60m Manna Points: 2/9
Duration: 4 rounds Karma Influence: nullify
Scope: 10m radius sphere

Modifiable Attributes (2): 1. range +10m
2. duration +1 round
3. scope +5m radius sphere

When this spell is cast, all creatures within the scope will flee at their maximum mobility for the duration of the spell; unless they perform a successful Karma Influence. If no means of escape are possible then all affected creatures will cower away from the caster. Cowering creatures can not attack but can parry, at half their current parry%. The material component for the spell is a portion of powdered chicken beak; it is consumed.

FIRE BURST

Level: 3 Class: Conjurer
Range: 60m Manna Points: 1/9
Duration: 1 round Karma Influence: 1/2 damage
Scope: 5m radius sphere Damage: 2d6

Modifiable Attributes (1): 1. range +20m
2. scope +5m radius sphere
3. damage +2d6

Casting this spell causes a ball of extremely hot flame to burst at any range determined by the caster, up to the maximum range of the spell as determined by the amount of manna used. The scope can not be reduced below a five metre radius sphere. If the volume of space in which the flame bursts is less than this sphere the flame will gush out any available exits. All creatures caught in the burst will take full damage unless they perform a successful Karma Influence attempt, in which case they will sustain 1/2 damage. All combustible material will ignite. The material component is a small ball of phosphorous which is consumed in the casting of the spell.

FIRE MIST

Level: 1 Class: Conjurer
Range: 30m Manna Points: 1/3
Duration: 1 round Karma Influence: none
Scope: 1m radius sphere Damage: 1d6

Modifiable Attributes (2): 1. range +10m
2. duration +1 round
3. +1m radius sphere
4. damage +1d6

As this spell is cast a fine mist appears around the desired target. This mist then suddenly ignites and bursts into flame causing the appropriate damage to all those caught in its sphere and setting flammable objects alight. The material components are a splash of flammable oil and a splash of water; they are consumed.

FLAMING FLAIL BRAND

Level: 2 Class: Conjurer/Druid
Range: 0 Manna Points: 1/6
Duration: 5 rounds Karma Influence: none
Scope: 1 lash Damage: 3d6

Modifiable Attributes (1): 1. duration +5 rounds
2. scope +1 lash of 3d6 damage

In order to cast this spell the caster must have a burning brand from a fire etc. The spell is cast and in the remainder of that round the number of lashes as determined by the

amount of manna used form out of the flames. This weapon is then used as a flail. Any flail weapon% of the wielder is ignored as the lashes magically attack. The wielder strikes at the desired target and the lashes attack the victim. Each lash will attack with 150% chance to hit, less any appropriate dodge of the target of the strike. Each lash that strikes will do 3d6 damage against the target and special hits are considered, being equivalent to a sword stroke. A sliver of magnesium is required and consumed for each lash created.

FLOATING BODY

Level: 1
Range: 60m
Duration: fall time
Scope: 1 creature
Modifiable Attributes (1): 1. fall + 40m

Class: Conjurer
Manna Points: 1/3
Karma Influence: none
fall 40 metres

The FLOATING BODY spell allows creatures to fall the distance specified without suffering damage. The creature will float to the ground in similar fashion as a feather, possibly being blown about by gusting wind. There is no material component and it should be remembered that it is unlikely that any spell can be cast while a character is actually falling, unless the character is experienced at casting spells while flying.

FLY

Level: 3
Range: 0 (30m)
Duration: 10 rounds
Scope: Creature touched
Modifiable Attributes (1): 1. duration + 10 rounds.

Class: Conjurer
Manna Points: 1/9 (3)
Karma Influence: none

When a Conjurer touches a creature while casting this spell, that creature is magically endowed with the ability to fly. Speeds attainable by the affected creature are a mobility of 12 for level flight, 4 for a steep climb and 36 when in a dive. The creature will not be very manoeuvrable unless it has had much practice at flying. The material component for the spell is the feather of a bird.

FOG

Level: 2
Range: 60m
Duration: 10 rounds
Scope: 3000 cubic metres
Modifiable Attributes (2): 1. range + 10m
2. duration + 5 rounds
3. scope + 3000 cubic metres

Class: Conjurer/Druid
Manna Points: 1/6
Karma Influence: none

When this spell is cast, a thick mist rises, covering the scope which can be centred at any distance up to the range of the spell as determined by the amount of manna used, the minimum dimension of the fog cloud being ten metres. The fog will last for the duration of the spell or until it is blown away by a wind. A breeze is not sufficient to disperse the magical fog. Any creatures caught in the fog, including those with enhanced night vision will have their visibility, in normal light, restricted to ten metres. Indistinct shapes can be made out at twenty metres. In darkened areas or at night, visibility is reduced further, to five and ten metres respectively. The material component for the spell is a splash of water.

FOOD OF DEATH

Level: 1
Range: 10m
Duration: Instantaneous
Scope: 5 days food

Class: Cleric/Druid
Manna Points: 1/3
Karma Influence: none

Modifiable Attributes (1): 1. scope + 5 days food

This spell is cast upon wholesome and nutritious food. The affected food then becomes inedible and a serious poison if eaten, appearing rotten and foul of odour. There is no material component apart from the food.

FOOD OF NUTRITION

Level: 1
Range: 10m
Duration: Instantaneous
Scope: 2 days food

Class: Cleric/Druid
Manna Points: 1/3
Karma Influence: none

Modifiable Attributes (1): 1. scope + 2 days food

This spell is cast upon contaminated, rotten, poisoned food and drink etc. The food then becomes edible and nourishing. The food treated is enough for one person for the number of days as determined by the amount of manna used. Thus, if three manna points were used, six days food can be made edible. This can spread over six people to feed them for one day each or kept for one person to eat for six days etc. No material component is required apart from the food.

FORCE EMBODIMENT

Level: 2
Range: 10m
Duration: 10 rounds
Scope: 1 force slave

Class: Conjurer
Manna Points: 1/6
Karma Influence: none

Modifiable Attributes (1): 1. duration + 10 rounds.

When a Conjurer casts this spell he is able to weave a force pattern that resembles a human, a horse, a dog, a cat, or a bird. The pattern is invisible to all creatures viewing it except for the caster, to which it appears as a blue apparition of the form desired. The force embodiment obeys simple telepathic commands of the caster such as run, carry, fetch, fly etc. When cast, the apparition appears within ten metres of the caster. Control of the apparition is maintained to a range of one kilometre. The conjuration has the same hit points as the caster regardless of shape and size but has no combat capabilities. The material component for the spell is a tangle of fine silk. It is not consumed when the spell is cast.

FOREBODING

Level: 1
Range: 60m
Duration: 1 day
Scope: 100 square metres

Class: Cleric/Mind Mage
Manna Points: 1/3
Karma Influence: nullify

Modifiable Attributes (1): 1. duration + 1 day
2. scope + 100 square metres

When this spell is cast on an area (minimum dimension 5m), all creatures that encounter or pass over that area will feel a presence adverse to their own nature. Creatures with an intelligence less than nine or a current power less than six must perform a successful Karma Influence or they will do all in their power to avoid that area. Otherwise the foreboding has no real effect. The material component for the spell is a dead scorpion which must be left in the area to be affected but may be regained later.

FORESTATION

Level: 8 Class: Druid
 Range: 20km Manna Points: 8/24
 Duration: permanent Karma Influence: none
 Scope: 10 square kilometres

Modifiable Attributes (1): 1. scope + 1 square kilometre

When the Druid casts this spell, all vegetation within the scope will grow to its normal fully grown size in 1d6 days. It will not cause any vegetation to grow beyond this size. No material component is required.

GLOBE OF ELEMENTAL FORCE

Level: 5 Class: Druid
 Range: 90m Manna Points: 3/15
 Duration: Instantaneous Karma Influence: 1/2 damage
 Scope: 10m radius sphere Damage: 6d6

Modifiable Attributes (2): 1. range + 30m
 2. scope + 10m radius sphere
 3. damage + 2d6

When the Druid casts this spell he creates a globe of energy that bursts over the scope which can be centred at any distance up to the range of the spell. When the globe bursts it will cause damage as determined by the amount of manna used to all creatures within the scope. The globe will burst as one of the following elemental forces at the discretion of the caster: (i) fire, (ii) ice, (iii) lightning, (iv) tornado. Thus, this spell may be used to combat creatures that have resistance to various elemental forces by selecting a different element. The material component for this spell is an uncut diamond of at least 500 gold coins value.

GODLY IMBIBING

Level: 7 Class: Cleric
 Range: 0 (30m) Manna Points: 6/21 (3)
 Duration: 10 rounds Karma Influence: none
 Scope: caster (1 creature)

Modifiable Attributes (1): 1. duration + 2 rounds

This spell will fill the caster full of religious zeal in combat allowing him to fight at double his current attack% and gaining twice as many strikes in his attack sequence. It also renders the caster immune to all FEAR spells and devices. The caster's mobility is not increased. Three extra manna points may be used to cast the spell on another creature up to thirty metres distant. The material component for the spell is a vial of holy water which must be consumed as the spell is cast.

GUISE OF ANIMAL FORM

Level: 8 Class: Druid
 Range: 0 (30m) Manna Points: 8/24 (3)
 Duration: 300 rounds Karma Influence: none
 Scope: caster 4 transformations

Modifiable Attributes (1): 1. duration + 60 rounds
 2. transformations + 1

When a Druid casts this spell he is able to transform himself into the physical form of any animal desired from a size of 20 to as small as a size of 1. The Druid is able to change his form a number of times as determined by the amount of manna used and is able to remain in the chosen form up to the duration of the spell. When in a non-human form the Druid has all the physical attributes of that form, i.e. he may be able to fly, swim, have excellent eye sight etc. He also has the hit points of the creature chosen but

no special abilities such as spell use. He still has the intellect of his original human form. When each transformation is done, 1d6 hit points that the Druid may have lost are restored. An extra three manna points may be used to cast the spell on another creature out to a range of thirty metres. The other creature is then able to choose which form to adopt. There is no material component.

HADES FORCE

Level: 10 Class: Cleric
 Range: 100m Manna Points: 10/30
 Duration: Instantaneous Karma Influence: 1/4 damage
 Scope: 1m radius sphere Damage: 4d6*50

Modifiable Attributes (1): 1. range + 20m
 2. scope + .1m radius sphere
 3. damage + 50

When this spell is cast, the Cleric screams the name of the entity or Deity that he worships, pointing his hand at the target, which must be an inanimate object of some description, e.g. castle wall, tree, sailing vessel, cliff face etc. The target then becomes the subject of an internal upheaval for the amount of damage determined by the amount of manna used. The target will be allowed a Karma Influence only if it is of a magical nature, a successful attempt limiting damage to one quarter of that generated. There is no material component.

HEAL WOUNDS

Level: 2 Class: Cleric/Druid
 Range: 0 (30m) Manna Points: 1/6 (3)
 Duration: Permanent Karma Influence: none
 Scope: 1 Creature Healing: 1d4 + 1

Modifiable Attributes (1): 1. healing + 1d4 + 1

Each manna point expended on this spell allows 1d4 + 1 hit points of bodily damage to be healed. Broken bones, ruptured organs etc. may thus be healed. Appropriate rest for serious wounds is, however, still required. Normally the injured body of the creature to be affected must be touched, otherwise the creature's armour will absorb hit points as if in combat. An extra three manna points may be used to allow the caster to be up to thirty metres from the creature on which the spell is cast and will bypass any armour effects.

HEALTHY BODY

Level: 6 Class: Cleric
 Range: 0 (30m) Manna Points: 6/6 (3)
 Duration: Permanent Karma Influence: none
 Scope: 1 creature

When the Cleric casts this spell on a creature, all damage suffered by the creature will be healed. Broken bones etc. will mend, as will ruptured organs. All diseases will be cured as will blindness and deafness. No extended rest over one day will be required by a seriously injured recipient of this spell in order to function to fullest capacity. Any lost strength or constitution points will be restored by the spell also. The material component for the spell is a fresh drop of the Cleric's blood.

HEART BURST

Level: 8 Class: Cleric
 Range: 30m Manna Points: 6/24
 Duration: Instantaneous Karma Influence: nullify
 Scope: 1 creature

Modifiable Attributes (1): 1. range + 10m

When a Cleric casts this spell he holds his open hand towards the intended victim. The victim must then perform a successful Karma Influence attempt or have his heart burst from his chest and leap into the open hand of the caster, effectively killing the victim. If magical armour is being worn by the victim then he gains an extra 5% on his Karma Influence for every '+' of the armour. There is no material component for the spell.

HITHER AND YON

Level: 5 Class: Conjurer
Range: 30m Manna Points: 3/15
Duration: 10 rounds Karma Influence: see below
Scope: 3 traversals

Modifiable Attributes (1): 1. range + 10m
2. scope + 1 traversal

The caster can transport creatures from one place to another and back again through an extra dimensional gateway. The number of creatures able to be transferred is determined by the number of traversals allowed, e.g. if six manna points are used, giving six traversals, then two creatures may be sent from and four returned to the area in which the spell was cast, or one sent and five returned etc. The full complement of traversals need not be used but at least one creature must always return. The location to which creatures are transported must be known by the caster or a person with which the caster is familiar must be present at that location. Unwilling creatures are allowed a Karma Influence against being transported. If no creatures are willing to be returned then one is randomly picked from those originally transported. When the spell is commenced, all creatures to be transported must be within the range of the spell from the caster. At the desired destination, the caster can materialise up to the range of the spell from the target. As the materialisation commences, the Conjurer can see the area in which he is materialising and alter his actual materialisation point accordingly. The material component is a golden hoop of at least 100 gold coins value. It is not consumed.

HOLY DOMAIN

Level: 6 Class: Cleric
Range: 0 Manna Points: 4/18
Duration: 4 rounds Karma Influence: none
Scope: Caster

Modifiable Attributes (1): 1. duration + 1 round.

When the Cleric casts this spell he sets up a glowing aura around his body. The aura will last for the duration of the spell and while it does, nothing can enter the aura or harm the Cleric in any way. The Cleric is also unable to perform any action except for cancelling the spell prematurely. Thus, he would be perfectly safe under water or falling off a cliff, even when hitting the ground below. A splash of holy water is required.

HOOFDACKER'S EMOTIONAL ECHO

Level: 6 Class: Mind Mage
Range: 0 Manna Points: 4/18 (3)
Duration: 1 day Karma Influence: none
Scope: 1 touch

Modifiable Attributes (1): 1. duration + 1 day
2. scope + 1 touch

With this spell, the Mind Mage can store an emotional response in the item upon which the spell is cast. This emotion is liberated when a creature touches the affected object. Possible emotions able to be stored include fear, bravado, apathy, joy, etc. and objects able to be affected range widely including stones in the floor, door handles, knives etc., e.g. if fear is placed on a door handle for two touches, the next two times that the door handle is touched, the creature touching the door handle will feel afraid. If an extra three manna points are used then the emotion will remain in the affected item until the object is touched the appropriate number of times, possibly extending beyond the duration in days. The material component of the spell is a live frog which is not consumed in the casting of the spell.

HUNTER

Level: 6 Class: Conjurer
Range: 10km Manna Points: 6/18
Duration: 4 hours Karma Influence: none
Scope: 1 hunter Damage: 6d6

Modifiable Attributes (1): 1. range + 1km
2. duration + 1 hour
3. damage + 1d6

A Hunter is a humanoid shaped creature comprised of manna energy. It will track (250%) any victim desired by the caster. It moves quickly (21 mobility) and quietly (Furtive Movement: 100%) across any terrain and has chameleon-like properties (Surprise: 1-4). It will not move out of the range of the spell and sends all its sensory input back to the caster if the caster concentrates on such. At any time the caster is able to disband the Hunter with one of two possible effects. Either the creature simply dissipates, or it releases its manna energy as a bolt of manna, causing the appropriate damage to any single creature within thirty metres. The target of this bolt can be selected by the Conjurer and is not allowed a Karma Influence but armour does absorb its appropriate damage.

HYPNOTISM

Level: 3 Class: Mind Mage
Range: 60m Manna Points: 2/9
Duration: 10 rounds Karma Influence: nullify
Scope: 1 creature

Modifiable Attributes (2): 1. range + 20m
2. duration + 10 rounds
3. scope + 1 creature

When casting this spell, the Mind Mage sets up a chanting rhythm with his voice and a smooth pattern with his hands. This takes one round and if the caster is physically disturbed in any way during this round then the spell will lose its power due to the interruption to the caster. Also, if any victim is disturbed in this round then he gains an extra 10% on his Karma Influence. All Karma Influence attempts are taken at the end of the incantation round and any victim of this spell is unable to do anything for that round. When it is determined which victims are affected by the spell, the caster is able to get the victims to do simple tasks or believe simple illusions such as a jar of scorpions is in fact a jar of sweets etc. There is no material component.

ICE JAVELIN

Level: 3	Class: Conjurer/Druid
Range: 0	Manna Points: 2/12
Duration: until used, melted	Karma Influence: 1/2 damage
Scope: 5m radius sphere	Damage: 4d6 + 2
Modifiable Attributes (1):	1. scope + 5m radius sphere
	2. damage + 2d6 + 1

When this spell is cast, water must be poured through the cupped hand of the caster. As the water spills through the caster's hand it freezes into a javelin of ice. It will take one round to form. This javelin can then be thrown as a magical javelin, at 150% or the wielder's own Attack%, whichever is greater. When the javelin hits it will explode causing the appropriate damage to all within the scope (Karma Influence is allowed). If a direct hit is scored then that target will not be allowed any Karma Influence but all others in the scope will. The javelin will remain until used or until it melts. The time for the javelin to melt is calculated as fifty rounds minus the current temperature in degrees centigrade. However, the javelin will always last for at least five rounds and will last longer than fifty rounds in temperatures less than zero. It will not melt at all while in the possession of an Ice Warrior. There is no material component apart from the water.

IDEA INSINUATION

Level: 3
Range: 30m
Duration: 10 rounds
Scope: 1 creature
Modifiable Attributes (1): 1. range + 10m
2. duration + 10 rounds

When an IDEA INSINUATION spell is cast upon a creature, that creature must attempt a Karma Influence. If unsuccessful, the creature will obey or believe an idea that is placed in its mind by the caster. Ideas can not be against the general nature of the creature such as a suggestion to commit suicide. However, an idea that a deadly snake is actually a coiled vine and should be picked up, would be acceptable. The material component for this spell is the forked tongue of a snake which is consumed in the casting.

ILLUSION 1

Level: 1 Class: Mind Mage
Range: 30 Manna Points: 1/3
Duration: 5 rounds Karma Influence: none
Scope: 25m radius

Modifiable Attributes (2):

1. range + 30m
2. duration + 5 rounds
3. scope + 25m radius sp

When this spell is cast, a sound (determined by the caster) will occur at the range specified by the caster, up to the maximum range. The volume of the sound can be limited so that only one creature can hear it or increased to a level where all within the scope can hear it. The duration of the spell can be cut short prematurely at the discretion of the caster. No visual attributes are generated by this spell. Typical illusions may be voices behind a door or horses in the street. Although the street may be outside the scope, those in the scope will hear the noise as the illusion is actually created near those that are intended to hear it, rather than in the street. The material component for the spell is the ear of a bat and is not consumed.

ILLUSION 2

Level: 3
Range: 30
Duration: 5 rounds
Scope: 25m radius

Class: Mind Mage
Manna Points: 3/9
Karma Influence: see below

Modifiable Attributes (2):

1. range +30m
2. duration +5 rounds
3. scope +25m radius sphere

With this spell, the caster is able to combine all five normal senses in the illusion. All images are, however, inanimate, thus no moving objects can be portrayed correctly. Examples include imaginary noises behind illusionary doors, the shuffle of someone standing in the shadows etc. Illusions such as wind in trees can be generated but because there would be inconsistencies, such as the trees would not be swaying and the leaves not moving, then a Karma Influence attempt would be allowed where one would not normally be considered. The material component is a sketch of any inanimate object.

ILLUSION 3

Level: 5 Class: Mind Mage
Range: 60 Manna Points: 5/18
Duration: 10 rounds Karma Influence: see below
Scope: 50m radius

Modifiable Attributes (2):

1. range +30m
2. duration +5 rounds
3. scope +25m radius sphere

This illusion spell combines aspects of all five normal senses as well as animation. Thus, fully functional illusions can be formed. If the object portrayed is capable of causing damage then when this damage is done, the victim is allowed a Karma Influence to disbelieve the illusion. For both this spell and 'ILLUSION 2' the scope only pertains to the area that the illusion actually covers. Anyone outside this area can still see and hear the illusion as if it were an actual occurrence. Thus, an illusion of a pond would cover any area up to the scope value and could be seen from the same distance as a normal pond. The material component for this spell is a live mouse which is not consumed in the casting.

ILLUSION 4

Level: 7
Range: 60m
Duration: 10 rounds
Scope: 50m radius sphere
Modifiable Attributes (2):

1. range +30m	Class: Mind Mage
2. duration +5 rounds	Manna Points: 7/21
3. scope +25m radius sphere	Karma Influence: special

Illusions created by this spell are identical in form and effect to those created by ILLUSION 3 except that they are 'self preserving' illusions, i.e. they will do all in their power to create the appearance that whatever was forced through the illusion actually behaved in the normal manner as though it were forced against a real object of the type that the illusion is portraying, e.g. an illusion of a wooden door is created across a passage by casting the ILLUSION 4 spell. If an arrow is fired at the door it will actually pass through the door but all those watching will see an arrow stick into the door, with the corresponding thud of impact. If a coin is thrown at the door the coin will pass through the door but it will appear that the coin bounces off the surface

of the door, probably rolling away into a dark corner or under a nearby object and becoming lost.

ILLUSION SUPPRESSION

Level: 3 Class: Mind Mage
Range: 0 Manna Points: 3/3
Duration: Instantaneous Karma Influence: none
Scope: Area of illusion

Only three manna points are usable in the casting of this spell.

This spell is cast upon an already existing illusion. It allows the illusion to be suppressed until a certain condition is met. When this condition is met, the illusion is activated. Typical conditions include the opening of a door, entering a room, making a certain noise or any noise etc. Examples include entering a room causing an illusionary dragon to swoop from a far corner etc. In this case the illusion of a dragon swooping would be cast, possibly using ILLUSION 3, and then this spell cast over the illusion. The duration of the illusion commences from the time that it is released by the ILLUSION SUPPRESSION spell. There is no material component for this spell.

IMMOLATING LANCE

Level: 4 Class: Druid
Range: 60m Manna Points: 2/12
Duration: 2 rounds Karma Influence: 1/2 damage
Scope: 5m radius sphere Damage: 4d6
Modifiable Attributes (2): 1. range +20m
 2. duration +1 round
 3. scope +5m radius sphere
 4. damage +2d6

To cast this spell, the Druid requires a camp fire or similar blaze. He casts the spell and then steps amidst the flames, unharmed. As he does this the flames leap up and surround him. This process takes the rest of the round in which the spell was cast. The spell duration does not include this initial round. Every round after this, the Druid is able to point his arm and launch a bolt of flame at any target within the range of the spell. This flame lance extends from the Druid to the target causing 2d6 points of damage to all caught in the path. Any solid object (e.g. man size creature) will halt the flaming lance. When the lance strikes the target, or some intervening barrier, it explodes causing damage appropriate to the amount of manna used, in the scope of the spell.

INSANITY

Level: 7 Class: Mind Mage
Range: 60m Manna Points: 5/21
Duration: 20 rounds Karma Influence: see below
Scope: 5m radius sphere
Modifiable Attributes (1): 1. range +10m
 2. duration +5 rounds
 3. scope +5m radius sphere

When this spell is cast by the Mind Mage, all creatures within the scope, which may be centred at any distance up to the range of the spell, must make a successful Karma Influence or become insane for the duration of the spell, being unable to perform any coherent or rational action. The material component for this spell is a live moth which is not consumed in the casting of the spell.

KNOWLEDGE TRANSFER

Level: 8 Class: Mind Mage
Range: 0 Manna Points: 6/24 (3)
Duration: 8 hours Karma Influence: half transfer
Scope: 1 Creature 40% knowledge shift
Modifiable Attributes (2): 1. duration +1 hour
 2. knowledge shift +5%

With this spell, knowledge is able to be transferred between the caster and any other creature. Only one ability of one of the participants can be transferred in any casting of the spell. The actual amount of knowledge transferred is the same as the knowledge transfer percent as determined by the manna points used, e.g. if a character has 120% on a long sword and 10 manna points are used (transfer percent 50%), then the recipient of the knowledge will be able to use a long sword at 60% (50% of 120%). Manna points may be transferred in the same way; up to a maximum of 50% of current manna points in the above example. If any party is unwilling then it may attempt a Karma Influence and if successful then only half of the transfer functions correctly. An extra three manna points may be used to transfer between two creatures, excluding the caster. A 100 gold coin emerald is expended when casting the spell.

LEGS OF LEAPING

Level: 1 Class: Conjurer
Range: 60m Manna Points: 1/3
Duration: 1 round Karma Influence: none
Scope: 1 creature leap 20 metres
Modifiable Attributes (1): 1. duration +1 round
 2. leap +20m

When this spell is cast on a creature, that creature is able to leap horizontally the distance determined by the number of manna points used. Vertical leaps are also possible but only half this distance can be leapt. One leap can be done in every round of duration of the spell. It also allows the creature leaping an attack at the end of the leap, if desired. The material component is a grasshopper's leg which is not consumed in the casting of the spell.

LEVITATE

Level: 2 Class: Conjurer/Mind Mage
Range: 30m Manna Points: 1/6
Duration: 20 rounds Karma Influence: none
Scope: 5 encumbrance 1 cluster of items
Modifiable Attributes (2): 1. range +30m
 2. duration +5 rounds
 3. scope +5 encumbrance

When this spell is cast, a group of items up to the weight of the scope as determined by the amount of manna used, can be levitated vertically for the duration of the spell. All items adding up to this weight must be connected or carried. Thus two bowls could not be levitated by one casting of this spell unless one was placed inside the other. Similarly a whole scattering of items could be levitated by placing them on a palette and then levitating the entire group. These grouped items will not shift their relative position to each other unless caused to by being bumped or thrown etc. This spell alters vertical position only, up to a distance from the caster equal to the range of the spell. To alter the horizontal position of the objects they must be pushed or towed etc. The spell may be prematurely expired

by the caster. When the spell expires, all objects will lower slowly to the ground. Living creatures may be able to hold onto nearby objects, avoiding the levitation; at least until they let go. The material component is a small net which is not consumed in the casting.

LIE

Level: 3
Range: 10m
Duration: 2 rounds
Scope: 1 creature
Modifiable Attributes (1): 1. range + 5m
2. duration + 2 rounds

A LIE spell will cause the victim to compulsively lie for the duration of the spell if he is unsuccessful with a Karma Influence. The material component of this spell is a tongue from any snake. This tongue is consumed in the casting of the spell.

LIFE DRAIN

Level: 7
Range: 0 (30m)
Duration: permanent
Scope: creature touched
Class: Cleric
Manna Points: 7/7 (3)
Karma Influence: reduce effects
Power Points: -1d4 + 1

There are only two possible manna point expenditures for this spell, the normal expenditure being seven. An extra three manna points may be utilised to increase the range to thirty metres.

LIFE DRAIN will cause the victim to suffer a loss of five points in each of the attribute scores of intelligence and wisdom and 1d4 + 1 current power points. The lost power points may be regained at the normal rate of one per week, while a LIFE FORCE or similar spell, or natural recovery is required to raise the other scores to their norm. If the victim's current power is reduced to zero then it becomes unconscious. If the current power falls below zero, the victim dies. If the wisdom or intelligence scores reach zero or lower, the victim becomes unconscious. A successful Karma Influence against the LIFE DRAIN spell will reduce all damage to two points on each attribute. To cast the spell will cost the Cleric one of his own power points. There is no material component.

LIFE FORCE

Level: 7
Range: 0 (30m)
Duration: permanent
Scope: creature touched
Class: Cleric
Manna Points: 7/7 (3)
Karma Influence: none
Power Points: 1d4 + 1

There are only two possible manna point expenditures for this spell, the normal expenditure being seven. An extra three manna points may be utilised to increase the range to thirty metres.

When a LIFE FORCE spell is cast, the recipient of the spell has 1d4 + 1 lost power points restored, up to but not exceeding the total power value. This costs the caster one of his own power points. Further power points can be gained at a rate of one for each extra power point used by the caster. At the same time, any lost intelligence or wisdom points will be restored. Casting this spell will cost the Cleric at least one of his own power points and he is unable to cast the spell on himself. There is no material component.

LIGHT

Level: 1
Range: 60m
Duration: 30 rounds
Scope: 20m radius
Modifiable Attributes (1): 1. range + 10m
2. duration + 10 rounds
3. scope + 10m radius sphere
Class: All
Manna Points: 1/3
Karma Influence: none

When this spell is cast, a globe of light appears, centred any place up to the range of the spell. Thus, it may be cast upon creatures, the light moving with the creature. There is no material component.

LIGHTNING BOLT

Level: 3
Range: 30m
Duration: Instantaneous
Scope: 1 bolt
Modifiable Attributes (2): 1. range + 10m
2. scope + 1 bolt
3. damage + 2d6
Class: Conjurer/Druid
Manna Points: 1/9
Karma Influence: none
Damage: 2d6

When a Conjurer or Druid casts this spell, a number of bolts of electrical energy leap from the caster's hand towards a number of targets. All energy may be focused into one bolt which can then be directed onto only one target, or multiple bolts may be created, each causing damage of a 2d6 multiple of the total energy, e.g. if three manna points are used giving 6d6 damage then three bolts each of 2d6 may be created or two bolts, one of 4d6 and one of 2d6 or one bolt of 6d6 damage may be created. Although the bolts have 150% chance to hit, less any of the target's dodge that is applicable, any special hit is considered as a normal hit. Each bolt can only affect one target but multiple bolts may hit a single target. The material component for this spell is a small glass rod which is not consumed in the casting.

LIGHTNING FLASH

Level: 3
Range: 90m
Duration: 10 rounds
Scope: 10m radius
Modifiable Attributes (2): 1. range + 20m
2. duration + 5 rounds
3. scope + 5m radius sphere
4. damage + 2d8
Class: Druid
Manna Points: 2/6
Karma Influence: 1/2 damage
Damage: 2d8

In order to cast this spell a storm must be in the area of the caster. This storm may be wind and clouds, heat and clouds, a rain shower etc. When the spell is cast, the Druid can call one lightning bolt every five rounds for the duration of the spell. The bolt will leap from the sky, striking any target within range of the spell and causing damage as determined by the amount of manna used in the casting of the spell. Any creature in the scope will take full damage unless successfully influencing their Karma, in which case only 1/2 damage will be taken. There is no material component required.

LIVING EFFIGY

Level: 4
Range: 0 (30m)
Duration: 10 rounds
Scope: 1 creature
Modifiable Attributes (1): 1. duration + 5 rounds
Class: Conjurer
Manna Points: 2/12
Karma Influence: nullify

A Conjurer can cast this spell on himself or another creature which he must touch, unless three extra manna points are used to give a range of thirty metres. Any unwilling creature is allowed a Karma Influence against the effects of the spell, a successful attempt indicating that the spell was ineffectual. As the spell takes effect, the target of the spell changes in appearance. Its body, all garments worn, and all objects carried change in appearance, as though they had suddenly turned to stone. This effigy created is unable to move but can hear and see what occurs around it. At the spell expiration, the statue will return to its normal form. The Conjurer that cast the spell is able to prematurely expire the spell. The material component is a sprinkling of fine sand that is consumed in the casting.

MAGIC REVELATION

Level: 1 Class: Conjurer
 Range: 10m Manna Points: 1/3
 Duration: Instantaneous Karma Influence: nullify
 Scope: 1 item or 10 sq m
 Modifiable Attributes (1): 1. scope +1 item or +10 square metres

When the Conjurer casts this spell he can tell what type of magic is present within an item or has been cast on an item or area. One item or area is determinable per manna point used. There is no material component.

MAJOR HOLOCAUST

Level: 10 Class: Conjurer
 Range: 100km Manna Points: 9/30
 Duration: Until explosion Karma Influence: none
 Scope: 27 insects Damage: 6d10 per insect
 Modifiable Attributes (1): 1. range +10km
 2. scope +3 insects

When a Conjurer casts this spell, a number of insects are conjured. These insects will fly from the caster to the designated target which must be within the range of the spell. Any insect travelling beyond the range of the spell will explode, doing damage as described in a ten metre radius sphere. When attacking the target, each insect has a 100% chance of success, less any appropriate dodge of the target. If the insect is successful in hitting, it will cause 6d10 damage against the target only. Karma Influence and armour apply for living creatures while neither applies for non-living targets unless they are magical. The material component for this spell is a wasp which is consumed in the casting of the spell.

MANNA BOLT

Level: 1 Class: Conjurer
 Range: 60m Manna Points: 1/3
 Duration: Instantaneous Karma Influence: none
 Scope: Any target in range 2 bolts at 2d4 + 2
 Modifiable Attributes (1): 1. range +30m
 2. +2 bolts each at 2d4 + 2 hit points

When this spell is cast, a number of small bolts of manna energy leap from the hand of the Conjurer. Each missile causes 2d4 + 2 hit points of damage and may be directed against any target within range. They will hit the desired target as a fast missile with an attack% of 150%. Special hits are treated as normal. The material component is a

small piece of crystal which is not expended in the casting of the spell.

MANNA FLUX

Level: 6 Class: Conjurer
 Range: 0 Manna Points: 6/6
 Duration: 1 week Karma Influence: none
 Scope: Item touched

Only one manna point expenditure is allowed for this spell, i.e. six manna points.

When this spell is cast, it places an enchantment on an item that will prepare the item to receive certain further magic. This spell is used to prepare an item that is to be made into a magical item, e.g. a magical sword etc. Also it is used in the preparation of some material components for various spells. The item to be enchanted must be of flawless nature and utmost quality. The material component for this spell is a special mixture that is prepared from the blood of a magic using dragon and the powder of a diamond. The amount of diamond powder required is equal to 100 gold coins for every 100 square centimetres of surface area of the item to be enchanted. The spell takes one day to cast. The item must have any further magic inserted into it before the week's duration is expired, otherwise the enchantment will fade away.

MANNA NEUTRALISATION

Level: 4 Class: Conjurer
 Range: 60m Manna Points: 2/10
 Duration: 2 rounds Karma Influence: half manna
 Scope: 1 creature
 Modifiable Attributes (2): 1. range +10m
 2. duration +1 round

When this spell is cast, one magic using creature within the range of the spell is affected. The victim is selected by the caster. The victim of the spell must attempt a Karma Influence and if unsuccessful, the victim is unable to focus any manna for the duration of the spell. If the Karma influence attempt was successful then only half the manna points used by the victim will focus correctly, e.g. if the Karma Influence of the victim of this spell is successful and he wishes to use six manna points on a FIRE BURST spell, then all six manna points are used but only three will affect the strength of the spell. There is no material component.

MANNA RESISTANCE

Level: 6 Class: All
 Range: 0 Manna Points: 3/15
 Duration: 5 rounds Karma Influence: none
 Scope: 1m diam. sphere Manna Resistance 5%
 Modifiable Attributes (1): 1. duration +5 rounds
 2. scope +1m diameter sphere
 3. Manna Resistance +5%

This spell grants the caster a manna resistance to all manna in the same form as the natural manna resistance of some creatures. The material component for the spell is a demon's claw which is not consumed in the casting of the spell.

MANNA SHIELD

Level: 2 Class: Conjurer
 Range: 0 Manna Points: 1/6
 Duration: 2 rounds Karma Influence: none
 Scope: 2m radius sphere absorbs 2 manna points

Modifiable Attributes (2): 1. duration +2 rounds
2. scope +2m radius sphere
3. +2 manna points absorbed

A manna shield is an invisible barrier that absorbs all manna focused at it, up to the manna absorption value as determined by the amount of manna used, i.e. if four manna points are used (eight rounds, eight manna points absorbed, 2m radius sphere) then any spells using eight or fewer manna points that are cast at the shield, are absorbed. A spell with greater manna points than the shield is able to absorb, will pass through the shield without being affected. All manna that passes through the shield that normally allows a Karma Influence against its effects has a bonus Karma Influence of +5% per manna point used in the casting of the MANNA SHIELD. The material components for this spell are a sliver of glass and a dragon scale. They are not consumed.

MANTLE OF AWARENESS

Level: 2 Class: Cleric/Mind Mage
Range: 0 (30m) Manna Points: 1/6 (3)
Duration: 1 hour Karma Influence: none
Scope: 1 creature Surprise: -1

Modifiable Attributes (1): 1. duration +1 hour
2. surprise: -1

For the duration of this spell, the target is able to subtract a number of rounds, as determined by the amount of manna used, from any times for which he is surprised. The material component is a small pin which the caster must prick himself with at the time of casting.

MANTLE OF OBSCUREMENT

Level: 2 Class: All
Range: 0 (30m) Manna Points: 2/6 (3)
Duration: 10 rounds Karma Influence: none
Scope: 1 creature

Modifiable Attributes (1): 1. duration +10 rounds

This spell causes the affected creature to become invisible. To make a creature become invisible, the caster must touch the creature or use an extra three manna points to give a range of thirty metres. Any part of the creature will suffice, including armour etc. The creature made invisible will remain unseen for the spell duration or until commanded to appear by the caster or willed to appear by the creature itself. While invisible, the creature can still be heard and smelt and so can be detected by creatures with developed senses in these areas. Signs of the invisible creature such as footprints in mud can also still be observed. A splash of lemon juice is required.

MANTLE OF PASSING

Level: 2 Class: Cleric
Range: 0 (30m) Manna Points: 1/6 (3)
Duration: 10 rounds Karma Influence: none
Scope: 1 creature

Modifiable Attributes (1): 1. duration +5 rounds

When a Cleric casts a MANTLE OF PASSING spell he must touch the desired target of the spell or use an extra three manna points to allow a range of thirty metres. The spell recipient will then be able to move about unnoticed by other creatures. He will not be invisible but merely not worth noticing. However, if the target of the spell takes direct action against a creature, e.g. attacking it or

speaking to it, the spell is automatically broken for that creature and all other creatures viewing the target at that time are allowed a Karma Influence, being successful indicating that the spell is inoperative for that creature also.

MIND DISSOLUTION

Level: 7 Class: Mind Mage
Range: 90m Manna Points: 7/20
Duration: Instantaneous Karma Influence: nullify
Scope: 1 creature

Modifiable Attributes (1): 1. range +30m

When this spell is cast by the Mind Mage, the victim must perform a successful Karma Influence or suffer the full effects of the spell. The spell, if it works, overloads the victim's brain with electrical impulses causing several key nerve synapses to sever, leaving the victim a mindless zombie, unable to perform any voluntary action. Thus, the victim must be guided, fed, protected etc. as it is unable to do anything for itself. Only a REGENERATE spell will reverse the effects of this spell. There is no material component required.

MIND EYE

Level: 7 Class: Mind Mage
Range: 0 Manna Points: 3/21
Duration: 10 rounds Karma Influence: none
Scope: 20km radius sphere

Modifiable Attributes (1): 1. duration +2 rounds
2. scope +5km radius sphere

When a Mind Mage casts this spell he sends his mind flying throughout the scope. He is able to see any object as though he were there. He can not see through objects, thus, if he flew his mind across a field with a house in it he could not see into the house, he would have to send his mind into the house. His mind can pass through doors and walls etc. but is stopped by an energy barrier or a magical item that prevents scrying. He can only see what is going on at a place, he is not able to hear as well. Each round of the spell duration allows the Mind Mage to view one specific object or scene within the scope. He can of course stay more than one round at a particular scene to determine the outcome of what is going on there. The material component is the skull of a bird and is not consumed in the casting.

MIND LINK

Level: 9 Class: Mind Mage
Range: 10m Manna Points: 6/27
Duration: 30 rounds Karma Influence: none
Scope: 10km rad. sphere 3 person link

Modifiable Attributes (2): 1. duration +10 rounds
2. scope +2km radius sphere
3. +1 person link

When this spell is cast, a telepathic link among the number of people as determined by the amount of manna used, is set up. This link can be used among these people anywhere within the scope for the duration of the spell. If the Mind Mage is very familiar with those to whom he wishes to link, then they may be anywhere in the scope when the link is commenced. If the Mind Mage is not familiar with the people to be in the link they must be within ten metres of the caster, the range of the spell, when the

spell is cast. The material component for this spell is a piece of fine copper wire and is not consumed.

MIND MIST

Level: 2
Range: 60m
Duration: 2 rounds
Scope: 1 creature

Class: Mind Mage
Manna Points: 1/6
Karma Influence: nullify

Modifiable Attributes (1): 1. duration + 1 round
2. scope + 1 creature

When the Mind Mage casts this spell he will cause each victim to see a mist before his eyes unless a successful Karma Influence attempt is made. This mist will cause each victim to lose initiative for each round that he is affected as well as having all abilities reduced to half of their current value. There is no material component required.

MIND SCAN

Level: 5
Range: 60m
Duration: instantaneous
Scope: 1 creature

Class: Mind Mage
Manna Points: 3/15
Karma Influence: nullify

Modifiable Attributes (1): 1. range + 20m

When this spell is cast, the Mind Mage will be able to scan the mind of the victim of the spell, if the creature is unsuccessful with a Karma Influence. One piece of information in the victim's mind can be read. Knowledge that has been normally forgotten is not accessible to the Mind Mage but knowledge that has been magically caused to be forgotten (e.g. by a FAILING MEMORY spell) can be read. The victim must be within the range of the spell. The material component is a blank sheet of paper and is not consumed in the casting of the spell.

MIND STRENGTH

Level: 3
Range: 60m
Duration: 6 rounds
Scope: 1 creature

Class: Mind Mage
Manna Points: 3/9
Karma Influence: none
+ 15% Karma Influence

Modifiable Attributes (2):

1. range +10m
2. duration +2 rounds
3. +5% Karma Influence

MIND STRENGTH increases the victim's chance of influencing its Karma against mind spells, to a maximum of 95%. The extra Karma Influence% is added to the recipient's normal Karma Influence. A small bird skull is required but not consumed.

MIND WEAKNESS

Level: 3
Range: 60m
Duration: 6 rounds
Scope: 1 creature

Class: Mind Mage
Manna Points: 3/9
Karma Influence: nullify
-15% Karma Influence

Modifiable Attributes (2):

1. range +10m
2. duration +2 rounds
3. -5% Karma Influence

This spell attacks the resistance of the victim to mind control spells. If a victim fails its Karma Influence attempt, then against all other mind control or mind access spells, for the duration of the spell, the victim's Karma Influence is reduced by the amount as determined by the number of manna points used, down to a minimum of 5%. Thus if five manna points are used (-25% Karma Influence and 10 rounds duration) then after this spell has been successfully cast, the victim's Karma Influence against all future mind

spells, for 10 rounds, is reduced by 25%. A small bird skull is required but not consumed.

MINOR HOLOCAUST

Level: 6	Class: Conjurer
Range: 100m	Manna Points: 3/18
Duration: 10 rounds	Karma Influence: 1/2 damage
Scope: 6 insects	Damage: 4d10 per insect

Modifiable Attributes (1):

1. range +20m
2. duration +10 rounds
3. scope +2 insects

When a Conjurer casts this spell, a number of insects are conjured. These insects will fly from the caster to the designated target which must be within the range of the spell. Any insect travelling beyond the range or duration of the spell will explode doing damage as described, in a ten metre radius sphere. When attacking the target, each insect is considered a slow projectile and has a 100% chance of successfully attacking. If the insect is successful in hitting, it will cause 4d10 damage against the target only. Karma Influence and armour apply for living creatures while neither applies for non-living targets unless they are magical. The material component for this spell is a wasp which is consumed in the casting of the spell.

MINSTREL WIND

Level: 4
Range: 0
Duration: 5 rounds
Scope: 50m radius sphere

Class: Mind Mage
Manna Points: 5/12
Karma Influence: none

Modifiable Attributes (1):

1. range + 50m
2. duration + 1 round
3. scope + 10m radius sphere

This spell causes soft musical tones to echo within the scope of the spell. All normal and giant animals (e.g. Giant Rats) within the scope will become completely pacified. They will cautiously allow the caster to handle them but if they are attacked they will retreat hastily. The spell will also render all animals in the scope of the spell immune to fear and panic, even that caused by Dragons. The material component is a golden chime (50 gold coins value) which is struck at the commencement of the spell but not consumed.

MISDIRECTION

Level: 5	Class: Druid/Mind Mage
Range: 0	Manna Points: 3/15
Duration: 60 rounds	Karma Influence: see below
Scope: 100m radius sphere	

Modifiable Attributes (1): 1. duration +30 rounds
2. scope +50m radius sphere

When a MISDIRECTION spell is cast on a certain area, any creature wandering into the scope of the spell will automatically follow a path through the scope as defined by the caster when the spell was cast. Thus a pack of wolves could be diverted around a grove of trees or over a pit etc. The spell does not conceal anything in the scope, it merely causes a detour to be taken. Creatures with an intelligence greater than fifteen are allowed a Karma Influence against the spell and if successful may ignore the compulsion to detour. The material component is a live hairy caterpillar.

MOON SICKLE

Level: 3 Class: Druid
 Range: 0 Manna Points: 1/9
 Duration: 10 rounds Karma Influence: none
 Scope: 1 sickle Damage: 3d6
 Modifiable Attributes (2): 1. duration -1 round
 2. damage +1d6

This spell can only be cast in the open, at night, and under a moon that is not new. The Druid quickly traces the shape of a sickle in the air and as the image is traced, it fills with moonlight in the form of the sickle. This sickle can then be used to strike at the wielder's best melee weapon Attack% causing the damage appropriate to the amount of manna used and is able to hit all creatures regardless of magical weapon requirements. The light from the sickle will illuminate an area sixty metres in radius. There is no material component required.

MUSCLE REBELLION

Level: 2 Class: Cleric/Mind Mage
 Range: 60m Manna Points: 1/6
 Duration: 2 rounds Karma Influence: nullify
 Scope: 1 creature
 Modifiable Attributes (2): 1. range +20m
 2. duration +1 round
 3. scope +1 creature

When this spell is cast, the muscles of the creatures determined by the caster will contract and relax uncontrollably, unless a successful Karma Influence attempt is made, in which case no effects will occur for that creature. If the Karma Influence fails, the affected victim will not be able to do anything for the duration of the spell and must attempt a further Karma Influence each round to avoid taking 1d6 hit points directly on the body from banging on the floor or reeling uncontrollably into walls etc. The material component for the spell is a grass hopper's leg which is not consumed in the casting of the spell.

MYSTIC SCOURER

Level: 1 Class: Conjurer
 Range: 60m Manna Points: 1/3
 Duration: permanent Karma Influence: none
 Scope: 2m radius sphere
 Modifiable Attributes (1): 1. range +20m
 2. scope +2m radius sphere

When the Conjurer cast this spell an area, as defined by the amount of manna used, becomes spotlessly clean. All dust is removed as is any other 'dirt' substance such as mildew, fungus, slime, soil, rust etc. The spell will clean both the inside and outside of objects such as cupboards etc. A small, clean, expensive cloth (5 gold coins) must be waved as the spell is cast. It will suddenly become filthy, soiled by the grime scoured from the scope of the spell. It is then useless for this spell in the future as it can never be cleaned completely.

NIMBLE FLEETNESS

Level: 3 Class: Conjurer/Mind Mage
 Range: 30m Manna Points: 2/9
 Duration: 5 rounds Karma Influence: none
 Scope: 1 creature double strikes and mobility
 Modifiable Attributes (1): 1. range +10m
 2. duration +5 rounds.

When this spell is cast on a creature, that creature is able to move twice as fast as normal. Thus, its normal number of strikes per round is doubled, as is the creature's mobility. Also, it can add 2 to its initial initiative roll in all rounds. The material component for the NIMBLE FLEETNESS spell is the leg of a lizard.

OBJECT COMMUNICATION

Level: 7 Class: Druid
 Range: 60m Manna Points: 4/21
 Duration: 20 rounds Karma Influence: none
 Scope: 20 years history
 Modifiable Attributes (1): 1. range +20m
 2. duration +10 rounds and
 scope +10 years history

When the Druid casts this spell he is able to communicate with some inanimate object within range of the spell. The information able to be gained from the object is a general history of what has happened to the object or around the object. Typically what may be gained is the outcome of a battle from a boulder that overlooked the battle, or the inhabitants of a castle from the castle itself etc. For every ten years' history that must be traversed to gain the required information ten minutes of concentration must be undertaken. If this is interrupted then the spell is broken and must be cast again to gain further information. Only the last 'life' of the object can be scanned, i.e. the history of a wooden door can be viewed, not that of the original tree. There is no material component.

OPEN

Level: 2 Class: Conjurer/Druid
 Range: 0 Manna Points: 3/3
 Duration: Instantaneous Karma Influence: none
 Scope: 1 openable object

The OPEN spell causes the item upon which the spell is cast to spring open. This includes doors, locks, secret doors etc. as well as objects that have been magically SEALED. The caster must touch the item concerned and there is no material component. Objects that have been SEALED more than once require the same number of OPEN spells to overcome them.

PAIN OF VILLAINOUS NATURE

Level: 4 Class: Cleric
 Range: 0 Manna Points: 2/12
 Duration: 4 rounds Karma Influence: see below
 Scope: 10m radius sphere
 Modifiable Attributes (2): 1. duration +2 rounds
 2. scope +5m radius sphere

When this spell is cast, it creates a globe of energy that surrounds the area marked by the caster. No basically good creatures, including martyrs and all creatures from Limbo, may enter the globe without successfully making a Karma Influence and no attack from any of these creatures may penetrate the globe if the attempt fails. To determine the Karma Influence required, use the following formula: (monster's Karma Influence - ((manna points used - monster level) * 5%)). Thus, monsters with a level greater than the amount of manna used, increase their Karma Influence to attempt to attack through or enter the globe. A 1m radius powdered iron circle must be traced around the centre of the scope. The sphere thus set up can not

move. The iron may be recovered at the expiration of the spell.

PERCEIVE ILLUSION

Level: 2 Class: Mind Mage
Range: 0 Manna Points: 1/6
Duration: 10 rounds Karma Influence: none
Scope: 30m radius sphere

Modifiable Attributes (1): 1. duration + 10 rounds
2. scope + 10m radius sphere

When a Mind Mage casts this spell he is able to perceive all illusions that have been set within the scope which is centred on the caster. Although the illusions can be perceived as illusions, this spell does not dispel the illusion or allow the caster to determine what is actually present under the illusion. The material component for this spell is a small amount of diamond dust of 50 gold coins value which must be thrown into the air around the Mind Mage. This powder will then hang in the air, glinting in any available light, for the duration of the spell. The dust is not recoverable.

PHANTOM

Level: 5 Class: Cleric
Range: 60m Manna Points: 3/15
Duration: 5 rounds Karma Influence: none
Scope: 1km radius 1 phantom, level 8

Modifiable Attributes (1): 1. range + 10m
2. duration + 5 rounds
3. scope + 1km radius
4. + 1 phantom

When the Cleric casts this spell a Phantom appears nearby. This Phantom is a grey shadowy figure that is comprised of the collected fragments of souls that have been lost, broken and dispersed across the Worlds. It will perform any deed desired by the Cleric due to its gratitude for its moments of collectivity. It is able to lift small objects, up to 10 encumbrance. Also, it is powerful in combat, requiring +3 weapons or greater to be hit, 200% attack%, 50 hit points and 50% Natural Dodge. When it hits, it automatically draws one power point from its victim. It can travel anywhere within the scope in one round. If it draws more than ten power points from victims, it remains intact upon spell expiration and travels to its proper resting place.

PHANTOM ARMY

Level: 8 Class: Mind Mage
Range: 100m Manna Points: 6/24 (3)
Duration: 10 rounds Karma Influence: see below
Scope: 50m radius sphere 7 phantom warriors

Modifiable Attributes (1): 1. range + 20m
2. duration + 2 rounds
3. scope + 10m radius sphere
4. + 1 phantom warrior

When this spell is cast, a number of Phantom Warriors appear in the scope of the spell and will attack opponents as directed by the Mind Mage. The warriors will have the same hit points, armour, weapons (without magical bonuses) and weapon% as the caster and will in all respects fight as the caster in combat. However, if three extra manna points are used the caster may touch another creature and the warriors will take on the semblance of that other creature rather than the caster. The warriors will resemble the target of the spell but will not appear exactly

alike so that the target is distinguishable from the warriors. Once a warrior defeats an opponent it will stand idle until directed by the caster to attack another opponent. This redirection will take a round of concentration by the caster and in this round he may redirect as many of his warriors as he wishes. The first victim attacked by any warrior will be allowed a Karma Influence attempt and if successful then that warrior will cease to exist. If unsuccessful, then the warrior will exist for the duration of the spell, having been given substance by the belief of its first victim. The material components for the spell are a small golden statue (500 gold coin value) formed roughly to the shape of the caster and a small silvered glass mirror (5 gold coin value). The mirror will shatter as each warrior dissipates at the expiration of the spell or when it is successfully disbelieved by its first victim.

PLANAR GATEWAY

Level: 6 Class: Cleric/Conjurer
Range: 10m Manna Points: 5/18
Duration: 1 round Karma Influence: none
Scope: 2 passages/round 50% success chance

Modifiable Attributes (1): 1. duration + 1 round
2. scope + 2 passages
3. + 10% success chance

A PLANAR GATEWAY spell will allow the caster to create a doorway between one World and another. The gateway itself will appear as a shimmering plane of force and as creatures enter it they seem to be absorbed by the aura. The caster may not necessarily be successful in opening the gateway into the desired World unless a roll of 1d100 scores less than the success chance. If this fails the World entered will be chosen at random. While the gateway endures it allows two access paths through it, one in each direction. Although the number of passages as determined by the amount of manna used can be taken each round, there is an unexplained limitation that, at most, only half of the passages can be taken in any direction and the number of passages can not be accumulated from round to round. The material component is a polished silver mirror (20 gold coin value) that is consumed as the spell is cast.

PLANT FORMATION

Level: 4 Class: Druid
Range: 30m Manna Points: 2/12
Duration: Permanent Karma Influence: none
Scope: 1 object formed maximum dimension 2m

Modifiable Attributes (1): 1. range + 10m
2. maximum dimension + 1m

To cast this spell, the Druid must have a small sapling of a tree. The spell is cast upon the sapling which then begins to grow into the form desired by the Druid. Thus the Druid can create doors, vases, spears, catapults etc. The maximum size of any dimension (length, width, or height) of the object created is limited by the amount of manna used. The time taken for the sapling to grow into the desired form is ten rounds for every metre of maximum dimension. When the object is complete it will be covered in leaves and twigs which may be trimmed off or used for natural camouflage in which case they give +20% chance for this camouflage to work if the object is in an area where its type of foliage is naturally present.

POISON

Level: 4 Class: Druid
 Range: 0 (30m) Manna Points: 4/8 (3)
 Duration: Permanent Karma Influence: nullify
 Scope: 1 creature

There are only three possible normal manna point expenditures for this spell. If four manna points are used then a victim can be overcome as though injected with a poison from poison class 1, i.e. mild poisons. A six manna point expenditure will allow these poisons to be from class 2 (serious) and eight manna points will allow the poisons to be from class 3 (fatal). Ordinarily, the creature to be poisoned must be touched for the spell to work. An extra three manna points may be used to allow a thirty metre range, negating armour absorption properties. If the Druid can't get through the armour of the creature on which he wishes to cast the spell, the extra manna points must be used. If a successful Karma Influence is made then no poison effects result. Also with this spell, liquids up to one litre in volume can be turned to poison, the class depending upon the amount of manna used. There is no material component.

PORTRAIT

Level: 7 Class: Conjurer
 Range: 60m Manna Points: 6/21
 Duration: permanent Karma Influence: nullify
 Scope: 1 creature

Modifiable Attributes (1): 1. range +10m
 2. scope +1 creature

To cast this spell, the Conjurer must have some piece of material suitable for an artistic impression to be drawn upon, e.g. a piece of art canvas, blank tapestry, piece of parchment, or perhaps a clean wall for a mural etc. As the spell is cast, an image of the area surrounding the targets of the spell appears on the canvas. This image will be a perfect representation of the area and will include all features visible, including far mountains etc. The creatures affected by the spell, which are chosen by the caster, must then attempt to influence their Karma. If they are successful then they are unaffected by the spell. Otherwise, they will be drawn into the image, ceasing to exist in the Natural World until a successful DISPEL MAGIC spell is cast on the image. The image will always look perfect in all respects, including quality of material and workmanship. Inconsistencies may arise, however. For example, if two characters are shaking hands and only one is drawn into the image, then the image may appear odd because the character will be in a position of shaking someone's hand but no other character will be present. These inconsistencies, if they exist, are usually very difficult to discern.

POSSESSION

Level: 6 Class: Mind Mage
 Range: 60m Manna Points: 5/15
 Duration: 5 rounds Karma Influence: nullify
 Scope: 1 creature

Modifiable Attributes (1): 1. duration +1 round
 2. range +10m

This spell allows the Mind Mage to take possession of any creature with an intelligence between four and twelve inclusive, for the duration of the spell, if the victim fails in its

Karma Influence attempt. While the creature is possessed it will perform the tasks as dictated by the caster. The caster is required to concentrate on the victim to maintain possession of the victim. If the caster is disturbed during the possession the spell is broken. If the possession is successful the caster will receive all sensory input from the victim including sight and smell. The possessed victim will have its normal physical abilities such as movement but will be unable to cast spells or perform specific class abilities.

POWER VISION

Level: 5 Class: Cleric
 Range: 0 (30m) Manna Points: 3/15 (3)
 Duration: 15 rounds Karma Influence: none
 Scope: 100m radius sphere

Modifiable Attributes (1): 1. duration +5 rounds
 2. scope +50m radius

When this spell is cast, the Cleric gains the ability to see Power values of any and all creatures within the scope of the spell. This will indicate power values of all invisible creatures as well, such as Sand Demons etc. Power vision can detect life forms without the presence of any light and is thus unaffected by such things as fog or magical darkness. Every object has some power associated with it. Thus, vague outlines of non-living objects, such as furniture, can be seen. An extra three manna points may be used to allow the spell to be cast on a creature up to thirty metres from the Cleric. The material component of the spell is the eye of a demon which must be eaten as the spell is cast.

POWER WORD

Level: 8 Class: Conjurer
 Range: 30m Manna Points: 6/24
 Duration: Instantaneous Karma Influence: see below
 Scope: .5m diam. sphere Damage: 6d6 +6

Modifiable Attributes (2): 1. range +5m
 2. scope +0.5m diameter sphere
 3. damage +1d6 +1

There are several power words known that, when combined with manna, cause damage to the basic structure of matter. When the Conjurer casts this spell the amount of damage, as determined by the amount of manna used, is caused within the scope. Karma Influence is only allowed if the target's current power is above ten and if an attempt is successful then only 1/2 damage is taken. Armour does not absorb any of the damage taken but rather the armour also takes the same amount of damage as the creature wearing it. Magical items are not affected. The caster's current power must be at least eight and two power points are also used in the casting. There is no material component.

PRECIPITATION

Level: 3 Class: Conjurer/Druid
 Range: 1km Manna Points: 3/9
 Duration: 20 rounds Karma Influence: none
 Scope: 1 square kilometre 4cm of precipitation

Modifiable Attributes (2): 1. range +250m
 2. duration +10 rounds
 3. scope +1 square kilometre
 4. +2cm of precipitation

When this spell is cast, the entire scope will be inundated, over the duration of the spell, with rain or snow depending on the terrain in which the spell is cast. If snow is created then the actual depth of snow on the ground will be three times the amount of precipitation. The scope can be centred at any distance up to the range of the spell. The material component of the spell is a splash of water.

PROPEL

Level: 3 Class: Conjurer
Range: 10m Manna Points: 1/9
Duration: Instantaneous Karma Influence: see below
Scope: 1 object, 10 enc. Damage: 1d6
Modifiable Attributes (2): 1. range + 10m
2. scope + 10 encumbrance
3. damage + 1d6

When a Conjurer casts this spell on an object within the range of the spell, that object is magically picked up and hurled at any target up to sixty metres away from the object. The damage caused to both the object and the target is determined by the amount of manna used, e.g. if six manna points are used then one combination of its expenditure is - range 50m, damage 6d6, with a 20 encumbrance object. Objects that weigh more than the scope but less than twice that weight, are not hurled but can be toppled or knocked over. When characters or monsters etc. are involved as targets or objects, they are allowed a Karma Influence; if successful they only take 1/2 damage. They are not allowed any Karma Influence against being knocked over. A piece of pumice stone is required and consumed.

PSYCHIC DEVASTATION

Level: 10 Class: Mind Mage
Range: 500m Manna Points: 10/30
Duration: Instantaneous Karma Influence: 1/4 damage
Scope: 2m radius sphere Damage: 4d6*25
Modifiable Attributes (1): 1. range + 50m
2. scope + 1m radius sphere
3. damage + 25

When this spell is cast, the Mind Mage launches a bolt of psychic energy at some inanimate object such as a castle wall, cliff face, wagon, bridge, etc., out to a distance up to the range of the spell. He must be able to directly see the desired target. The target will then explode for the amount of damage as determined by the amount of manna used. Only magical structures are allowed a Karma Influence and if successful damage is reduced to one quarter. Living creatures are not directly affected by the spell but if they are atop a wall when it collapses they may be injured in the fall. There is no material component required.

QUICKSAND

Level: 4 Class: Druid
Range: 30m Manna Points: 2/12
Duration: 10 rounds Karma Influence: none
Scope: 10 cubic metres
Modifiable Attributes (2): 1. range + 10m
2. duration + 2 rounds
3. scope + 5 cubic metres

When a Druid casts this spell he is able to convert relatively solid ground such as soil, sand, thick mud etc. into a pit of quicksand. The presence of water is not

necessary so desert sands can also be affected. The material component for the spell is a splash of water.

RAINBOW DEATH

Level: 9 Class: Druid
Range: 250m Manna Points: 7/30
Duration: 1 hour Karma Influence: see below
Scope: 30m radius sphere Damage: 6d6
Modifiable Attributes (1): 1. duration + 10 rounds
2. damage + 1d6

For a Druid to cast this spell there must be a rainbow present. This could be from rain, a waterfall, or a splash of water thrown by the caster. The light source required for the rainbow can be from as little as a lantern, up to the sun. The Druid casts the spell and a small ball appears in his hand, drawing all the colours from the rainbow which then disappears. This ball will last for the duration of the spell or until all colours have been used. Each colour can be cast from the ball, causing one of the following effects: RED - heat, ORANGE - fire, YELLOW - fire flash as per the spell SPARK CASCADE, GREEN - SLIME as per the spell, BLUE - cold, INDIGO - energy BARRIER as per the spell, VIOLET - plague (fatal disease) within the scope of the spell. The red, orange, and blue colours cause damage as determined by the amount of manna used. Other spells are at maximum strength. Karma Influence is allowed if relevant to the attack type and the caster is immune to all the spells effects.

REGENERATE

Level: 7 Class: Cleric
Range: 0 (30m) Manna Points: 7/7 (3)
Duration: permanent Karma Influence: none
Scope: creature touched

There are only two possible manna point expenditures for this spell, the normal expenditure being seven. An extra three manna points may be utilised to increase the range to thirty metres.

With this spell the Cleric is able to miraculously cause the re-growth of injured or severed limbs, organs, bones etc. The spell does not bring dead creatures back to life, so regenerating a severed head will not cause the creature to become alive. This spell will also cause limbs etc. that have been petrified, turned to wood etc. to return to their natural state. The attachment of a severed member or the curing of a petrified member will take 2d4*10 rounds, while the re-growth of any body part will take 2d4 days. All hit points will be restored as well as any constitution points that may have been lost, reducing any extended rest required to only one day. Holy water is required.

REMEMBER

Level: 2 Class: Mind Mage
Range: 0 Manna Points: 2/2
Duration: Instantaneous Karma Influence: none
Scope: 1 creature

Only two manna points may be used when casting this spell.

When the REMEMBER spell is cast upon a creature, the caster must touch the creature to be affected. That creature is then able to remember one item of information of his choice that he may have heard at any time within his life.

The material component is a tuft of elephant hair which is not consumed in the casting of the spell.

REMOVE CURSE

Level: 5 Class: Cleric
Range: 90m Manna Points: 7/15
Duration: Permanent Karma Influence: none
Scope: 1 curse

Modifiable Attributes (1): 1. range + 10m

REMOVE CURSE will return any character that is a victim of a curse to full potential. It will also allow a character to be rid of a cursed item although it will not affect the curse that is on the item. There is no material component to this spell.

REPAIR

Level: 2 Class: Conjurer/Druid
Range: 0 Manna Points: 2/6
Duration: Permanent Karma Influence: see below
Scope: 1 Item Repair: 50 hit points

Modifiable Attributes (1): 1. repair + 25 hit points

When this spell is cast, any small item may be repaired. This includes pieces of armour, damaged weapons etc. Magical items may also be repaired but they are a allowed Karma Influence against the spell. The value of the Karma Influence is half that item's normal value. The material component for the spell is a small fragment of the substance of which the item to be repaired is made. It is consumed in the casting of the spell.

RESTFUL SLUMBER

Level: 2 Class: Cleric/Mind Mage
Range: 10m Manna Points: 1/6
Duration: 1 hour Karma Influence: none
Scope: 1 creature 3 * sleep benefit

Modifiable Attributes (1): 1. duration + 1 hour

When this spell is cast upon a creature, all sleep that the creature has will give extra benefits, e.g. if one manna point is used on this spell and cast on a creature that then sleeps for one hour then this one hour of magical sleep is the same as having three hours of normal sleep. If the same creature sleeps for two hours then only the first hour can be trebled as only one manna point was used. Two manna points would have to be used to affect both hours of sleep. The material component for the spell is the eyelid of a bat which is not consumed in the casting of the spell.

RESURRECTION

Level: 9 Class: Cleric
Range: 0 Manna Points: 9/9
Duration: Permanent Karma Influence: none
Scope: 1 Creature

The only manna expenditure allowed for this spell is nine manna points.

When the Cleric casts the spell, one creature will be brought back from the dead. In order to cast the spell, the Cleric must have part of the remains of the creature to be resurrected. Although this may provide enough material to resurrect an army of creatures, only one can be alive at any one time. Once a creature has been resurrected, all material that was able to be used as the focus for the resurrection loses its potential. The creature must die again before new material is available. When any creature is resurrected, that creature is unable to function fully until a

certain period of time has elapsed; one day for every year dead. The Cleric also expends 1d4 + 4 power points in the casting of the spell.

REVELATION

Level: 5 Class: cleric
Range: 0 Manna Points: 5/5
Duration: Instantaneous Karma Influence: none
Scope: Sight radius

When the Cleric casts this spell only five manna points are able to be used.

This spell instantaneously reveals the true nature of all items within the Cleric's sight. This revelation does not however describe the type of magic within an item but merely that the item is magical. It will reveal all secret doors within sight of the Cleric. A secret lever behind a bookcase will not be revealed but the fact that the bookcase can be moved will be. All illusions will become transparent to the caster as will all forms of disguise. The Cleric will still realise that an illusion or disguise is present but will not be fooled by such. All invisible objects or creatures will be revealed. However, all items or areas revealed can only be seen by the caster of the spell. The material component for this spell is a small magnifying lens that is not consumed in the casting.

REVERSE GRAVITY

Level: 5 Class: Conjurer
Range: 60m Manna Points: 3/15
Duration: Instantaneous Karma Influence: see below
Scope: 10m radius sphere

Modifiable Attributes (1): 1. scope + 5m radius sphere

When this spell is cast, any solid or liquid object (gaseous or avian forms are not affected) that is not fixed and is within the scope will 'fall' upwards a distance of twenty metres and then fall back to the ground. The twenty metres may actually be cut short if the affected objects hit some obstruction prematurely. Damage caused by the fall is 1d6 hit points for every five metres of distance travelled excluding the first five metres. Damage is also taken on the 'fall' upwards if an obstruction such as a ceiling is met. Damage is taken directly on the body of the victim. A Karma Influence may be allowed depending on what is being fallen onto and armour will absorb its full potential of damage {ADVENTURE ARCHIVES, FALLING}. The material component for this spell is a small hour glass which must be turned over when the spell is cast and a bats wing. Neither component is consumed in the casting of the spell.

RIGHT OF MARTYRDOM

Level: 4 Class: Cleric
Range: 0 Manna Points: 2/12
Duration: 4 rounds Karma Influence: see below
Scope: 10m radius sphere

Modifiable Attributes (2): 1. duration + 2 rounds
2. scope + 5m radius sphere

When this spell is cast, it creates a globe of energy that surrounds the area marked by the caster. No basically evil creatures, including villains, Undead, and all creatures from Hades, may enter the globe without successfully making a Karma Influence and no attack from any of these creatures may penetrate the globe if the attempt fails. To determine the Karma Influence required, use the following formula:

(monster's Karma Influence - ((manna points used - monster level) * 5%)), thus, monsters with a level greater than the amount of manna used, increase their Karma Influence to attempt to attack through or enter the globe. A 1m radius powdered iron circle must be traced around the centre of the scope. The sphere thus set up can not move. The iron can be collected at the expiration of the spell.

RIISING BOG

Level: 5
Range: 90m
Duration: 60 rounds
Scope: 50m radius sphere
Modifiable Attributes (2): 1. range + 60m
2. duration + 30 rounds
3. scope + 25m radius sphere

When the Druid casts this spell he is able to affect the environment that is covered by the scope of the spell. All water will become stagnant and polluted, the atmosphere will become hot and humid, a foul odour of sulphur and rotting vegetation will permeate the area and small biting insects will appear, annoying all creatures nearby. Vegetation will take on a harsh, bedraggled, swampy appearance and clay and soft soil will turn into quicksand. In all respects, the area will take on the semblance of a swamp. The material component is some stagnant water that is splashed and consumed in the casting.

RUNES OF RAJ

Level: 6
Range: 0
Duration: until triggered
Scope: 1 creature
Modifiable Attributes (1): 1. scope + 1 creature
2. damage + 2d6

The Cleric inscribes a series of runes over a portal or on a bridge etc. He then incants a prayer over the runes which disappear. When a creature passes under, over, or through whatever the runes are inscribed upon, it will trigger the runes which will then cause damage as determined by the amount of manna used. A successful Karma Influence will halve the damage taken. Armour does not absorb any of the damage. This damage will be caused every time that a creature passes the runes until the number of creatures as determined by the amount of manna used have been affected. The Cleric that casts the spell can pass the runes without causing them to activate. The material component for the spell is a sprinkling of diamond powder worth 100 gold coins. It can not be recovered.

SAFE PASSAGE

Level: 3
Range: 0
Duration: 10 rounds
Scope: 30m radius sphere
Modifiable Attributes (1): 1. duration + 10 rounds
2. scope + 10m radius sphere

The caster of this spell is able to see a safe path across some treacherous terrain or passage. Thus, he will be able to see if there is a solid way across a swamp or be able to determine the correct stones to use when crossing a stream or the safest passage to take at a tunnel junction etc. The material component for the spell is a small piece

of loadstone which is not consumed in the casting of the spell. Although the area able to be seen as safe or not by the caster is limited by the scope of the spell, the spell is centred on the caster and will travel with him. There is no material component.

SAFE ROOM

Level: 2
Range: 0
Duration: 60 rounds
Scope: room for creatures with total size 65
Modifiable Attributes (1): 1. duration + 30 rounds
2. scope + 10 size

To cast this spell, the Conjurer must have a small wooden door (about 10cm by 7cm). He casts the spell on this door which immediately expands to the size of a normal wooden door. When this now full size door is opened, it leads into an extra dimensional space big enough to hold the number of creatures with total size less than or equal to that determined by the amount of manna used. When the door is shut, no aspect of the room can be seen or felt from without, except by the spell caster. When the door is open, the room and door can only be seen from the front. Only the caster may open the door from the outside. When the spell expires, or at the command of the caster, the door will return to its small size, spilling all within the room into the area in which the spell was originally cast.

SEAL

Level: 2
Range: 0
Duration: 10 rounds
Scope: 1 openable object
Modifiable Attributes (1): 1. duration + 10 rounds

When a manna user casts this spell any openable object, e.g. a door, chest, jar, lock etc. can be magically sealed. Once a SEAL has been placed, the only ways to open the item are by using a DISPEL MAGIC spell, breaking the item, or using an OPEN spell. A total of nine manna points may be used to create a permanent seal on an object, at least until one of the methods of opening listed above is used. The caster must touch the item concerned and there is no material component for this spell.

SENDING

Level: 8
Range: 0
Duration: 4 rounds
Scope: 40km radius
Modifiable Attributes (1): 1. duration + 1 round
2. scope + 10km radius

When this spell is cast, the Mind Mage is able to create an image of himself and send it any distance within the scope of the spell. This image may be made visible to any number of people as desired by the caster. It is able to hear and view all that is occurring as though the caster were actually present. It can also communicate telepathically with all those that can see the SENDING image. It is unable to perform any physical acts and will appear as the Mind Mage for the duration of the spell. Thus if the Mind Mage is running then the SENDING will appear to be running also. Upon expiration of the spell the SENDING will disappear.

The material component is a piece of rectangular glass and is not consumed.

SHRIVELLING LIMB

Level: 7 Class: Cleric
Range: 0 (30m) Manna Points: 7/7 (3)
Duration: permanent Karma Influence: reduce effects

Scope: creature touched

There are only two possible manna point expenditures for this spell, the normal expenditure being seven. An extra three manna points may be utilised to increase the range to thirty metres.

With this spell, the Cleric is able to touch a limb or appendage of a creature. If a Karma Influence is unsuccessful the affected area will then shrivel and become totally useless within 2d4*10 rounds, otherwise the limb will be useless for 1d4 rounds due to extreme pain. If the armour of the victim can not be penetrated then the extra three manna points must be used. A shrivelled limb can be fixed by a REGENERATE spell. Holy/unholy water is required.

SIGHT

Level: 3 Class: Cleric/Mind Mage
Range: 30m Manna Points: 3/9
Duration: Permanent Karma Influence: none
Scope: 1 Creature

Modifiable Attributes (1): 1. range + 10m.

A SIGHT spell will negate all forms of blindness within the recipient. There is no material component required.

SILENCE

Level: 2 Class: All
Range: 30m Manna Points: 1/6
Duration: 5 rounds Karma Influence: none
Scope: 5m radius sphere

Modifiable Attributes (1): 1. range + 10m
2. duration + 5 rounds
3. scope + 2m diameter sphere

When this spell is cast, no noise can be heard or generated within the scope. Thus, no verbal communication is possible, no spells requiring spoken words can be cast etc. If the spell is cast on a creature then the scope will move as the creature moves. There is no Karma Influence allowed and the material component is a small piece of soft leather which is not consumed.

SLEEP

Level: 2 Class: Mind Mage
Range: 30m Manna Points: 1/6
Duration: 6 rounds Karma Influence: nullify
Scope: 4 creatures

Modifiable Attributes (2): 1. range + 10m
2. duration + 2 rounds
3. scope + 2 creatures

With this spell, the caster can put to sleep a number of creatures within range as determined by the amount of manna points used. No creature of level greater than the manna points used can be affected. Sleeping creatures can be awakened by pushing, slapping, wounding etc. Undead creatures are unaffected by this spell and normal Karma Influence applies to other creatures. The material

components for the spell are a pinch of fine sand and a bat's eyelid. Both are consumed in the spell casting.

SLIME

Level: 2 Class: Conjurer/Druid
Range: 30m Manna Points: 2/6
Duration: Permanent Karma Influence: see below
Scope: 10m radius sphere

Modifiable Attributes (1): 1. range + 15m
2. scope + 5m radius sphere

This spell may be centred at any distance out to the maximum range as determined by the number of manna points used. The whole area in the scope will be covered in an extremely slippery slime substance. Any sudden action by a victim in the area will cause the victim to fall, unless successful when attempting a Karma Influence. Any victim that falls will require a full round to regain its feet. Movement over the slime is reduced to one third of the victim's current mobility or the creature will automatically fall. Any weapons covered with slime will become equally as slippery. All victims must successfully perform a Karma Influence attempt each round that they use a slime covered weapon to avoid dropping the weapon. The slime can be wiped off or dissolved in water. A slug is consumed as the material component.

SNAKE ARROW

Level: 4 Class: Druid
Range: 0 Manna Points: 2/12
Duration: 60 rounds Karma Influence: none
Scope: 1 snake-arrow

Modifiable Attributes (1): 1. duration + 30 rounds
2. scope + 1 snake arrow

To cast this spell the Druid must have a small snake, such as an Asp. When the spell is cast on the snake it straightens and hardens, forming an arrow. It will revert to snake form on the expiration of the spell or when it strikes a target. When it strikes a target it does normal arrow damage applicable to the type of bow from which it is fired - crossbows included - plus the damage that the normal snake bite would inflict. If the arrow penetrates the armour the snake will inject its poison into the wound as well, possibly causing a fatal wound. When in arrow form the snake is unable to move, bite, or strike. One snake is required for each arrow created.

SNAKE CHARM

Level: 2 Class: Druid
Range: 30m Manna Points: 1/6
Duration: 10 rounds Karma Influence: none
Scope: 10m radius sphere

Modifiable Attributes (1): 1. range + 10m
2. duration + 10 rounds
3. scope + 5m radius sphere

When the Druid casts this spell, any snakes coming within the scope will become charmed, allowing the caster to handle and move amongst them without being attacked. They will not attack other creatures unless they themselves are attacked. If the Druid is able to communicate with the snakes, e.g. by the use of an ANIMAL COMMUNICATION spell, they will perform simple tasks at the command of the Druid; commands such as crawl into a room and bite someone. Once charmed, the snakes will remain charmed until the spell expires. The material component is a small

musical pipe which must be played at the commencement of the spell but is not consumed.

SOLAR FLARE

Level: 6 Class: Druid
Range: 60m Manna Points: 3/18
Duration: Instantaneous Karma Influence: 1/2 damage
Scope: 10m radius sphere Damage: 4d6
Modifiable Attributes (2): 1. range +20m
 2. scope +10m radius sphere
 3. damage +2d6

When this spell is cast, the Druid creates a miniature sun that spans the scope. Any creature that is caught in this sphere and fails in a Karma Influence will take the appropriate damage while a successful attempt means only 1/2 damage is taken. The sun does not cause fire damage but, rather, damage from the intense heat that is released. All metal caught in the sun must also perform a successful Karma Influence or become uselessly buckled and warped, this includes metal armour. Magical metal is not affected. All creatures wearing non-magical metal armour will take an extra 1d6 hit points of damage. The material component for this spell is a fragment of meteor and is not consumed in the casting of the spell.

SOLID PASSAGE

Level: 3 Class: Cleric
Range: 0 (30m) Manna Points: 1/9 (3)
Duration: 10 rounds Karma Influence: none
Scope: 1 creature
Modifiable Attributes (1): 1. duration +5 rounds

When this spell is cast upon a creature the Cleric must first touch that creature or use an extra three manna points to give a range of thirty meters. It will then be able to move through solids of any sort (excluding energy barriers) with a mobility of half of its current mobility. If the spell expires and the creature is still within a solid then the creature will be totally destroyed, unable to be resurrected. Thus, with this spell, walls can be passed through as can solid cliffs etc. The material component is a sharp pin and is not consumed in the casting.

SOUL ENTRAPMENT

Level: 7 Class: Cleric/Mind Mage
Range: 60m Manna Points: 6/21
Duration: 1 day Karma Influence: nullify
Scope: 1 creature
Modifiable Attributes (1): 1. range +20m
 2. duration +1 day

When this spell is cast on an unwilling creature it must attempt a Karma Influence. If successful with the attempt then the spell is ineffectual. Otherwise, the soul of the creature will be sucked from its body. The body will not die at this stage but will become a mindless automaton, being unable to do anything for itself. It must be fed, guided and cared for in every way. To cast the spell, a gem of at least 100 gold coin value per total power point of the victim is required, into which the soul of the victim is drawn. If the gem is broken, or at the expiration of the spell, the soul will leave the gem and return to its body. Only one soul at a time can be stored in a gem. If the body which has no soul dies, the gem will explode, causing 1d6 hit points of damage, per total power point of the spell victim, to all

within thirty metres of the gem. The soul will then be dispersed, unable to be resurrected. It is rumoured that this spell is somehow used to create Changelings.

SPARK CASCADE

Level: 3 Class: Druid
Range: 120m Manna Points: 2/9
Duration: 2 rounds Karma Influence: 1/2 duration
Scope: 10m radius sphere blindness
Modifiable Attributes (1): 1. range +30m
 2. duration +2 rounds
 3. scope +10m radius sphere

The Druid casts this spell on any normal fire within range of the spell. Immediately the fire bursts into a blinding shower of sparks that flurry around in the scope for one round of the spell. Any creature within this area must perform a successful Karma Influence or be blinded for the duration of the spell. A successful Karma Influence means blindness for only half of the spell duration as the creature recovers from the exceptional glare. If this spell is cast in a well lit area or in the open during the day then all times that creatures are blinded for are halved. Small fires such as a torch flame will cover only half of the scope, i.e. a five metre radius sphere for two manna points. There is no material component.

STABLE EARTH

Level: 4 Class: Druid
Range: 30m Manna Points: 2/12
Duration: 10 rounds Karma Influence: none
Scope: 10 cubic metres
Modifiable Attributes (2): 1. range +10m
 2. duration +5 rounds
 3. scope +5 cubic metres

A STABLE EARTH spell can convert a volume of quicksand or swampy material into earth solid enough for a mounted rider to traverse. The material component for the spell is a pinch of sand.

STAR BURST

Level: 7 Class: Conjurer/Druid
Range: 120m Manna Points: 6/21
Duration: Instantaneous Karma Influence: 1/2 damage
Scope: 25m radius sphere Damage 2d8
Modifiable Attributes (2): 1. range +30m
 2. scope +10m radius sphere
 3. Damage +2d8

When casting this spell the caster hurls a gem of at least 100 gold coin value in the direction he wishes the star burst to occur. The stone will then be magically propelled out to the desired range of the spell. At this point a flash of energy will lash from an overhead star (if at night) or the sun, and strike the gem, causing it to explode. Shards of the gem will then streak in flaming brilliance to the ground below causing appropriate damage to all creatures within the scope. A successful Karma Influence will halve damage taken. This spell can only be cast outdoors but if no stars are out or the sun is not visible, e.g. concealed by cloud cover, the spell will not function, causing the gem to simply fall to the ground at its desired range.

STICK MEN

Level: 6 Class: Druid
 Range: 10m Manna Points: 3/18
 Duration: 3 hours Karma Influence: none
 Scope: 1 stick creature
 Modifiable Attributes (1): 1. duration + 1 hour

The Druid casts this spell on a bundle of sticks and branches that have been tied together in the form of a humanoid. When the spell is cast the sticks blend and cohere forming into a stick creature that will obey simple tasks set by the Druid such as 'hold', 'carry', 'strangle' etc. The stick creatures take 1 round per 10cm of height to build (this does not include material collection time). Creatures can be constructed with heights from as small as ten centimetres to as tall as three metres. Stick men of less than one metre in height have fifteen hit points and a strength of ten. Creatures ranging from one metre to two metres in height have twenty hit points and a strength of fifteen, while larger stick men have twenty-five hit points and a strength of twenty. They all have a mobility of twelve. When the spell expires they fall into a pile of sticks.

SUMMON CREATURE

Level: 6 Class Conjurer/Druid
 Range: 100m Manna Points: 4/18
 Duration: instantaneous Karma Influence: none
 Scope: 1 creature
 Modifiable Attributes (1): 1. range + 50m
 2. scope + 1 creature

When this spell is cast, a number of creatures of the species or race desired by the caster and within range of the spell will be attracted to the caster, e.g. the spell is cast and the number of creatures determined, anywhere within the range of the spell and not individually selectable by the caster, will suddenly think of some logical reason to move to where the caster is situated. The creatures will not be under any control of the caster and may be approached normally, attacked, ambushed, communicated with, hidden from etc. The material component is any object that is typical to the race or species being summoned, e.g. clothes worn by, weapons used by, food eaten by the creatures or an object typical of their abode etc. The reason for the creature coming to the caster will usually have something to do with the object used, e.g. to pick up a weapon noticed previously etc., even though the weapon may not actually have been seen at all.

SUMMON DEMON

Level: 8 Class: Conjurer
 Range: 0 Manna Points: 10/50
 Duration: special Karma Influence: see below
 Scope: 50km radius 1 demon level
 Modifiable Attributes (1): 1. scope + 50km radius
 2. + 1 demon level

When this spell is cast, an attempt is being made to draw a demon to the Natural World. All demons detest this summoning and will attempt to kill the caster unless a bargain is struck that is favourable to the demon or the demon's name is known, in which case the demon must perform a service for the caster and then return to its home World. If the demon agrees to perform the service because of a bargain or because it is subdued by the Conjurer it will not be compelled to return to its World at the completion

of the task and will attempt to pervert the instructions of the service. If the service takes the demon to a distance, from the caster, greater than the scope of the spell, all control is lost. When casting this spell, the Conjurer must perform a successful Karma Influence or lose control over the spell, becoming unable to restrict the level of the demon summoned which is then determined randomly by the roll of 1d6 + 3. 1000 gold coins worth of ruby powder must be mixed with blood and sprinkled over mystic patterns on the ground as the spell is cast.

SUMMON FAMILIAR

Level: 3 Class Conjurer/Druid
 Range: 0 Manna Points: 3/3
 Duration: 36 hours Karma Influence: none
 Scope: 1 familiar

When a manna user attempts to summon a familiar, he initially casts the spell which takes six hours. Over the next thirty-six hours there is a 1% cumulative chance per hour that a familiar will respond to the summoning. The type of familiar summoned is determined by rolling 1d100 and correlating against the familiar list in the CREATURE COMPENDIUM (20% each). The familiar will enhance the caster's total power by an extra 1d4. The caster is also able to utilise the powers listed in parenthesis in the appropriate section when the familiar is within five kilometres of its master. If the familiar is ever killed its master immediately loses 1d6 + 4 power points from his current power which are regained in the normal fashion, as well as the extra power points from his total power that were gained when the familiar was summoned. The materials for this spell are oils, powders and incenses to the value of 2,000 gold coins.

SUMMONING

Level: 7 Class: Druid
 Range: 10km Manna Points: 4/12
 Duration: 60 rounds Karma Influence: none
 Scope: 1 creature 1 level
 Modifiable Attributes (2): 1. range + 2km
 2. duration + 10 rounds
 3. + 1 level

When the Druid casts this spell, he summons the type of creature desired, to the Druid. The creature will recognise the Druid as a friend and will serve him to the best of its ability for the duration of the spell. Upon expiry of the spell, the animal will revert to its natural state - perhaps wild - and leave the Druid's vicinity. If the animal is prevented from attaining its freedom it will act as it normally would under such circumstances. The spell is able to summon any normal fauna as well as giant animals, e.g. Giant Ants, Giant Snails etc., but will not affect mythical or magical creatures. The spell will only summon creatures if they are actually within the range of the spell. The material component of the spell is a small replica of the creature to be summoned, made of clay and garnet powder to the value of 50 gold coins. The model must be crushed in the casting of the spell.

SUSTENANCE

Level: 4 Class: Conjurer
 Range: 0 Manna Points: 3/12
 Duration: until consumed Karma Influence: none
 Scope: 1 cake of 1 day's sustenance
 Modifiable Attributes (1): 1. scope + 1 cake

When the Conjurer casts this spell he creates a small cake that, when consumed, will sustain the creature without further need for food or water for one day. Ten cakes weigh one encumbrance unit. A leaf of a particular rare herb tree is required for each cake conjured. These leaves are used in the cakes and cost up to 20 gold coins each.

SWIM

Level: 1 Class: Druid
Range: 60m Manna Points: 1/3
Duration: 10 rounds Karma Influence: none
Scope: 1 creature +2 swim ability
Modifiable Attributes (1): 1. range +30m
2. duration +10 rounds
3. +2 swim ability

When the Druid casts this spell upon a creature, the swimming ability of that creature is increased. For characters it is raised by the number of points as determined by the amount of manna used. For creatures with a mobility for their swimming ability it is increased by six for every manna point used. The material component for this spell is the fin of a fish and is not consumed in the spell casting.

SWORD LEGION

Level: 9 Class: Conjurer
Range: 500m Manna Points: 6/20
Duration: 10 rounds Karma Influence: none
Scope: 50m radius sphere 30 +1 long swords
Modifiable Attributes (2): 1. range +100m
2. duration +10 rounds
3. scope +20m radius sphere
4. 5 extra swords

When a Conjurer casts this spell a number of magical swords appear around the caster. These swords can then be sent flying through the air out to the range of the spell. They can cover any area up to the scope. The swords strike with 150% attack% and have a Natural Dodge of 100%. They will attack any creature desired by the caster and can be moved from area to area with a mobility of thirty-six. The caster needs to concentrate only to move the swords from area to area, not to cause them to fight. The material component for this spell is a miniature sword replica (worth 10 gold coins) for each sword conjured. These replicas are thrown into the air and expand into the magical swords. When a sword is hit for more than thirty hit points it returns in its miniature form to the caster.

TELEPATHY

Level: 3 Class: Mind Mage
Range: 30m Manna Points: 3/9
Duration: 10 rounds Karma Influence: none
Scope: 30m radius sphere 1 creature
Modifiable Attributes (1): 1. range +10m
2. duration +5 rounds
3. scope +10m radius sphere

When this spell is cast it allows the recipient to communicate mentally with any other creature with an intelligence greater than three, within the scope of the spell. However, the recipient can not read minds. The communication is limited to that which may normally be done verbally. The material component is a small worm which is consumed in the casting.

TEMPORAL DISPLACEMENT

Level: 2 Class: Cleric
Range: 0 Manna Points: 1/6
Duration: 1 week Karma Influence: none
Scope: 1 object, 5 size points
Modifiable Attributes (1): 1. duration +1 week
2. scope +5 size points

The Cleric casts this spell on any chosen non-living object. The object will then become completely undetectable as it is removed from the Natural World into an extra dimensional space. It will reappear at the expiration of the spell or when the owner of the object comes within ten metres of the object. The spell can be used to leave a guide, e.g. a glove pointing to a certain path, or a concealed weapon, a sword hidden under a bed etc. The material component is a piece of meteorite and is not consumed in the casting.

TIME SLIP

Level: 9 Class: Conjurer
Range: 0 Manna Points: 9/9
Duration: Instantaneous Karma Influence: none
Scope: 1 creature

There is only one allowable manna expenditure for this spell, i.e. nine manna points.

When this spell is cast, the victim of the spell is displaced out of normal time. It appears as though the target of the spell disappears and then reappears instantly, in the same place or at a different place. Other startling effects may also be witnessed when the character reappears. What actually happens is that the character is displaced out of normal time and has ten rounds in which to act freely, possibly decapitating ten enemies etc. No time will pass for other creatures. The caster will then reappear and ten heads will fall from their bodies, or so it will appear to observers. Because demons and deities also exist outside normal time they will be able to act freely in a similar fashion to the TIME SLIPPED character but only against that character. When these types of creatures are within a TIME SLIP, the character can only act against them, until they are destroyed. No manna can be focused in a time slip but items such as wands etc. may be used, none of their effects occurring, however, until the character re-appears. The material component is an hour glass containing 2000 gold coins of diamond powder. It is  consumed.

TONGUES

Level: 4 Class: Cleric/Mind Mage
Range: 0 Manna Points: 2/12 (3)
Duration: 4 rounds Karma Influence: none
Scope: 10m radius sphere
Modifiable Attributes (2): 1. duration +2 rounds
2. scope +10m radius sphere

When the spell is cast it allows the caster to understand and speak the language of any creature inside the scope. Normally, only the caster is affected by the spell but if three extra manna points are used, the spell can be cast upon another creature. This spell also gives the ability to read unknown languages. There is no material component.

TOUCH OF DEATH

Level: 9 Class: Cleric
 Range: 0 (30m) Manna Points: 9/9 (3)
 Duration: until resurrected Karma Influence: see below
 Scope: 1 Creature

The only normal manna expenditure allowed for this spell is nine manna points. An extra three may be used to give a range of thirty metres.

This spell is descended from the ancient Death spells that are rumoured to have been able to devastate entire populations. The Cleric must touch the flesh of the desired victim, or use the extra manna points, and expend 1d4 power points in the casting of the spell. The victim must make a successful Karma Influence attempt at -20% to avoid dying instantly. There is no material component required.

TRAPPED ECHO

Level: 4 Class: Conjurer
 Range: 0 Manna Points: 3/12 (3)
 Duration: until evoked Karma Influence: none
 Scope: 1 evocation of 20 seconds
 Modifiable Attributes (1): 1. scope + 1 evocation
 2. scope + 20 seconds

With a TRAPPED ECHO spell, the Conjurer is able to make a noise that will repeat itself at some later stage. The spell can be cast on a specific object or an area and can be triggered by general or specific means. The noise lasts up to the time determined by the scope of the spell, also the noise will repeat itself a number of times, again dependent on the scope, e.g. six manna points are used to trap a twenty second scream in a room. The trigger set up by the Conjurer for the scream is whenever anyone enters the room. In this case, each time a person enters the room, up to four times, a scream will be heard. Also, specific echoes or messages may be left, e.g. a twenty second message at a fork in a path for a particular person before a particular day. If that person passes the path on or before the specified day the echo will repeat. Specific messages and triggers such as this will require an extra three manna points at the discretion of the Battle Master. No material component is required.

TREE CLIMB

Level: 1 Class: Druid
 Range: 30m Manna Points: 1/3
 Duration: 10 rounds Karma Influence: none
 Scope: 1 creature
 Modifiable Attributes (1): 1. range + 15m
 2. duration + 10 rounds

When the Druid casts this spell on a creature, within the range of the spell, that creature is then able to climb trees and carry out all actions within the tree as though it were still in its natural element. Thus, a character can climb any tree and fight or cast spells from within the tree without impediment. Also, flying creatures can be similarly affected. Although it will allow water creatures to perform without hindrance from within the branches of the tree, it does not bestow the ability to breath air rather than water. The material component for this spell is a small twig ladder and is not consumed in the casting of the spell.

TREE FLESH

Level: 3 Class: Druid
 Range: 0 (30m) Manna Points: 2/9 (3)
 Duration: 10 rounds Karma Influence: none
 Scope: 1 creature Natural armour 30 hit points
 Modifiable Attributes (1): 1. duration + 5 rounds
 2. natural armour + 10 hit points

When a Druid casts this spell on a creature, the flesh of the receiving creature toughens and takes on the semblance of strong tree bark. This gives the victim a natural armour value determined by the amount of manna used. It does, however, increase the victim's susceptibility to fire attacks, giving +1 hit point of damage on every die of damage done. The armour benefit gained is in addition to any normal armour worn. This magically strengthened flesh takes no damage, absorbing its full potential of damage every time it is hit, including deadly blows. Normally, the Druid must touch the creature to be affected. However, an extra three manna points may be used to allow a range of thirty metres. The material component for the spell is an acorn which must be chewed and swallowed by the caster.

TREE TRAVERSAL

Level: 4 Class: Druid
 Range: 0 (30m) Manna Points: 1/12 (3)
 Duration: 2 rounds Karma Influence: none
 Scope: 1 creature 100m traversals
 Modifiable Attributes (1): 1. duration + 2 rounds
 2. traversals + 100m

When a Druid casts this spell he must touch the creature to be affected, or use the extra three manna points to give a thirty metre range. That creature is then able to step into a nearby tree and emerge from any tree up to the traversal distance away from the original tree. This can be done once per round for the duration of the spell. Other trees and their general direction can be sensed from within a tree. The material component for this spell is a small wooden door which is not consumed in the casting of the spell.

TRUTH

Level: 3 Class: Cleric/Mind Mage
 Range: 10m Manna Points: 1/9
 Duration: 1 round Karma Influence: nullify
 Scope: 1 creature
 Modifiable Attributes (1): 1. range + 5m
 2. duration + 1 round

When the manna user casts this spell upon a victim, that victim will be under a compulsion to truthfully answer any query that the caster asks. If the victim performs a successful Karma influence then it is immune to the effects of the spell. The number of questions able to be answered by the victim within the spell duration is up to the discretion of the Battle Master but generally two questions may be answered per round. The material component of this spell is a tongue from any snake. This tongue is consumed in the casting of the spell.

VEIL OF SURPRISE

Level: 2 Class: Cleric/Mind Mage
 Range: 0 (30m) Manna Points: 1/6 (3)
 Duration: 1 hour Karma Influence: nullify
 Scope: 1 creature Surprised: + 1

Modifiable Attributes (1): 1. duration +30 rounds
2. surprised: +1

For the duration of this spell, the target, if unsuccessful with a Karma Influence attempt, must determine all surprise results at the appropriate higher surprise chance, e.g. if the amount of manna used indicates that the surprised chance is +2 then all normal rolls of surprise determination will be at 1-4 on 1d6 rather than the normal 1-2. The material component is a pinch of fine sand which is consumed in the casting of the spell.

VERALIS' DESPAIR

Level: 7 Class: Cleric
Range: 0 Manna Points: 8/21
Duration: 10 rounds Karma Influence: nullify
Scope: 100m radius sphere

Modifiable Attributes (1): 1. duration +1 round
2. scope +10m radius sphere

When the Cleric casts this spell, all opponents in combat against the caster or his allies, within the scope of the spell, must perform a successful Karma Influence or become disheartened with the battle and surrender. Once creatures have surrendered, they will not take up arms against the Cleric for the duration of the spell. If the creatures are then attacked, they will flee from the area, leaving all their weapons behind. The material component is a small silver sword (value 50 gold coins) which must be broken when the spell is cast.

WASTING

Level: 10 Class: Druid
Range: 1km Manna Points: 10/30
Duration: 10 rounds Karma Influence: see below
Scope: 100m rad. sphere Damage: 4d6

Modifiable Attributes (1): 1. range +200m
2. duration +2 rounds
3. scope +50m radius sphere

When a WASTING spell is cast, all vegetation in the scope of the spell will wither and die in one round, leaving the ground barren and desolate. All wooden structures in the area will rot and crumble, stone structures will remain unaffected but any metal touching the ground will rust and fall to pieces. Any organic substance such as leather or cloth that is touching the ground must perform a successful Karma Influence or rot into uselessness. Any living creature that is within ten centimetres of the ground must perform a successful Karma Influence or suffer the indicated damage directly on the body. The effects of the spell will all occur within one round but the power of the spell will endure for the duration, so any other creatures moving into, or not out of, the scope, while the spell is still operating, will suffer accordingly. In the casting of this spell the Druid must use 1d4 + 2 power points. There is no material component.

WEAPON REBELLION

Level: 4 Class: Conjurer/Druid
Range: 90m Manna Points: 3/12
Duration: 10 rounds Karma Influence: nullify
Scope: 30m radius sphere 10 weapons

Modifiable Attributes (2): 1. range +30m
2. duration +5 rounds
3. scope +10m radius sphere
4. +2 weapons

Any creature that is holding a weapon that is a target of this spell must successfully attempt to influence its Karma, for each weapon held and targeted, or lose control of that weapon for the duration of the spell. Weapons able to be affected are limited to constructed weapons, such as swords, clubs, bows, hammers etc., that are made of a natural substance, e.g. bone, wood, iron, stone etc. Magical weapons and natural weapons, such as claws and teeth etc., are not affected. The weapons affected are unable to be used in any function resembling their designed purpose for the duration of the spell. They may be dropped and other weapons utilised. The material component for this spell is a small replica of any weapon which must be broken as the spell is cast.

WEATHER

Level: 7 Class: Druid
Range: 0 Manna Points: 6/21 (5)
Duration: 24 hours Karma Influence: none
Scope: 10 square kilometres

Modifiable Attributes (1): 1. duration +4 hours
2. scope +2 square kilometres

With a WEATHER spell, the Druid is able to alter the weather in his general vicinity. The temperature may be raised or lowered by 0 to 25 degrees within the range -50 to 50 degrees. The wind speed may be raised or lowered by 0 to 50km/hour to a maximum of 80km/hour and the precipitation may be increased or decreased by up to 5cm/hour to a maximum of 10cm/hour. This spell takes ten rounds to cast and the effects will not be fully felt for up to 1d6*5 rounds. The weather pattern set up by the caster will remain around the area in which the spell was cast; it will not move with the spell caster unless an extra five manna points are used. The material component for this spell is a small pine cone which is not consumed in the casting.

WEATHER FORECAST

Level: 1 Class: Druid
Range: 0 Manna Points: 1/3
Duration: 1 round Karma Influence: none
Scope: 1 day's weather

Modifiable Attributes (1): 1. scope +1 day's weather

When the Druid casts this spell he concentrates upon the weather for one round. The weather patterns for the future will be revealed, up to the number of days as determined by the amount of manna used. The material component for the spell is a small pine cone that is not consumed in the casting of the spell.

WHISPER

Level: 1 Class: Conjurer/Mind Mage
Range: 60m Manna Points: 1/3
Duration: 1 round Karma Influence: none
Scope: 0.5m radius cylinder

Modifiable Attributes (2): 1. range +30m
2. duration +1 round
3. scope +0.5m wide cylinder

With this spell, the caster is able to whisper a message that will be heard up to any range determined by the caster, within the maximum spell range. The whisper will only be heard within the narrow cylinder determined by the scope. If a character that receives a message, still has his initiative in the round, then he may whisper a reply in the same

fashion. This process can continue until the duration of the spell expires. Only one whisper per round, per character involved, is allowed. The material component for this spell is a down feather from a bird and is not consumed.

WILL POWER

Level: 6	Class: Cleric/Mind Mage
Range: 0 (30m)	Manna Points: 3/18 (3)
Duration: 60 rounds	Karma Influence: none
Scope: Creature touched	1 power point gained
Modifiable Attributes (1):	1. duration + 10 rounds
	2. + 1 power point

The current power may rise above the target creature's maximum by the use of this spell. A creature can not be treated by both a Cleric and a Mind Mage at one time because a Mind Mage creates the extra power points by increasing the determination of the creature while a Cleric creates religious zeal in the recipient's soul. An extra three manna points may be used to give the spell a range of thirty metres. There are no material components.

WITCH WIND

Level: 3	Class: Conjurer/Druid
Range: 100m	Manna Points: 2/9
Duration: 20 rounds	Karma Influence: none
Scope: 50m radius sphere	5km/hour winds
Modifiable Attributes (2):	1. range +20m
	2. duration +5 rounds
	3. scope +25m radius sphere
	4. +5km/hour winds

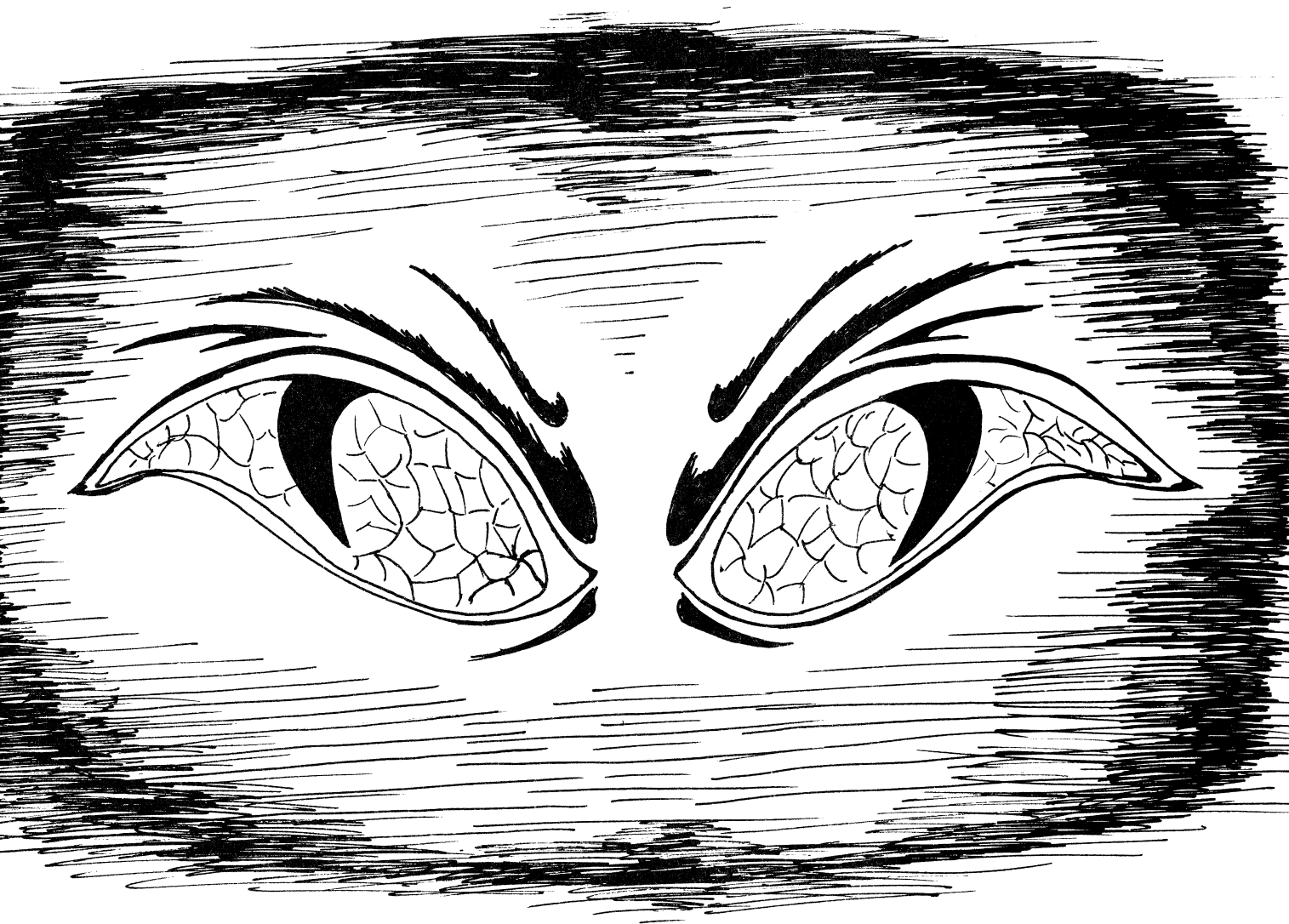
When this spell is cast, winds to the speed as determined by the amount of manna used, spring up and cover the scope which can be centred at any distance up to the range of the spell. The conjured winds can be used to enhance the current wind speed or can be turned against current winds to provide a relative calm area over the scope. The material component for this spell is a small fan which must be waved in the direction that the winds are required; it is not consumed in the casting and it is not necessary to wave the fan for the entire duration of the spell, only at the beginning, or whenever the wind direction is to be changed.

WITHERING

Level: 8	Class: Druid
Range: 20km	Manna Points: 8/24
Duration: permanent	Karma Influence: none
Scope: 10 square kilometres	

Modifiable Attributes (1): 1. scope + 1 square kilometre

When the Druid casts this spell, all vegetation within the scope, which may be shaped at the discretion of the caster but with a minimum dimension of 1km, will wither and die within 1d6 days. The soil remains fertile so that crops can be replanted and natural vegetation will eventually regrow. There is no material component required.



*The
Creature
Compendium*

Monsters are the bane of many adventurers. They can be fearsome, evil creatures with powerful bodies and a yen for human flesh, or demonic shapes spreading terror and chaos amongst civilisation. All are not, however, bad. Many are friendly and willing to help adventurers, or at least not hinder them.

A monster's description has three sections, the first an outline of the monster's general attributes, the second the monster's special abilities and combat details and the third a general description of the monster, including appearance, habitat and combat features.

Within the first section, 'Level' indicates what level a creature is. 'Karma Influence' specifies the value to be compared to a 1d100 score when the creature is attempting to influence its Karma. 'Power' is the total power of a creature. A creature's current power is usually the same as its total power when encountered. 'Intelligence' is the intelligence of the creature. The 'Mobility' can have up to three values. The first is that creature's mobility on land, the second the airborne mobility and the third is the creature's mobility in water. If a creature has no mobility value for a particular terrain type then it is unable to travel naturally on, through, or in that medium. 'Size' is the maximum normal size for a creature of the type described, given both in size points and in metres.

The 'Hit Points' value is that for an average creature of the type concerned. It may be lowered or raised at the discretion of the Battle Master. The 'Armour' value represents the amount of damage able to be absorbed by an uninjured creature. It may represent the creature's natural hide strength, armour worn, or a combination of both, e.g. a Goblin has no natural hide strength but is usually encountered wearing leather armour giving the armour value of forty. The 'Dodge' attribute has two figures. The first figure is the creature's Melee Dodge% and the second is the Natural Dodge% of the creature. Either dodge value may be negative indicating that the creature is easier to hit due to size or slowness etc. The 'Damage Bonus' is the amount of extra damage done by the creature due to its size and strength. It is included in damage described in the combat details. The 'Combat Strength' is the value used for creatures of the described type when considering them in large groups for siege purposes. The 'Encounter Group' is the number of creatures usually encountered. This can be modified at the discretion of the Battle Master to fit particular circumstances. Where two ranges are noted, the first is that when a hunting/raiding/travelling group is met and the second is the number of creatures abiding in that creature's village/clan etc.

For 'Special' abilities, an entry of 'surprise' means that the creature surprises victims at the specified value rather than at the normal value of 1 or 2 on 1d6. 'Surprised' means that the amount of time for which the creature is surprised is reduced by the specified value

e.g. A Polar Bear will surprise a victim on a score of 1, 2, or 3 with 1d6 and have any time for which it is surprised reduced by one round.

The 'Combat Details' include the Attack% and the damage done for each attack that a creature has in its attack sequence. The damage specified for each attack is the normal damage for that attack, i.e. including the damage bonus and any '+' bonuses for magical weapons utilised. The Attack% is the chance of scoring a successful hit against an opponent. It also includes any magical bonuses.

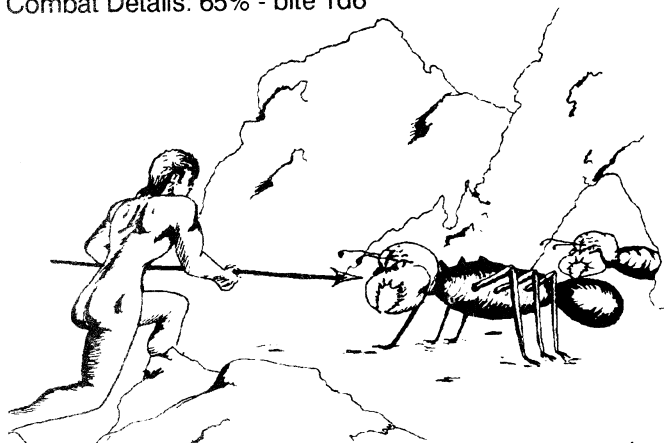
Some creatures have more than one size or maturity that alters some of their attributes. These larger creatures have their differing attributes noted at the end of the general creature description. Notably, Dragons have these differing maturities.

As characters adventure and travel they will undoubtedly encounter other creatures. These encounters can be designed and instigated at the whim of the Battle Master, being chosen randomly from the list of monsters and creatures at the time of the encounter. However, the Battle Master may wish to create a set of tables that reflect the general population of the area in which the characters are adventuring and then generate encounters from these tables. An example set of encounter tables is provided and includes the chance of meeting anything of note at a particular time

CREATURE DESCRIPTIONS

ANT. Giant Ant - Worker, Soldier

Level: 1	Hit Points: 8
Karma Influence: 30%	Armour: 20
Power: 2	Dodge: 5%,35%
Intelligence: 1	Damage Bonus: 0
Mobility: 12	Combat Strength: 31
Size: 3 (0.6m)	Encounter Group: 5-20,30-100
Special: Soldiers sting for an extra 1d6	
Combat Details: 65% - bite 1d6	



A Giant Ant is generally a rusty red in colour or a deep blue/black and has powerful mandibles with which it attacks prey. They live in colonies and can be found in virtually any terrain from high mountain peaks to subterranean caverns, building large mounds of soil and small rocks over the entrances to their nests which are usually underground. Within an ant colony there are two types of ants - workers and soldiers. The total colony of up to one hundred is made up of 1d6*10 + 10 worker ants and 1d3*10 soldier ants. These soldier ants are larger than the workers, have more powerful bites and also inject venom with a successful bite for a further 1d6 points of damage.

When encountered away from their colony the group will comprise 3d4 workers and 2d4 soldiers. In every colony there is also a queen ant. She is unable to fight and her other attributes are similar to a worker. If she is killed, the remaining ants in the colony will become confused for 2d6 rounds. They will then all depart and build a new colony elsewhere, making a new queen.

Soldier - level 3, hit points 15, armour 40, dodge 10%,30%, size 4, Karma Influence 40%, intelligence 2, Attack% 95% - 1d8 plus sting, combat strength 51

APE. Giant Ape

Level: 3	Hit Points: 20
Karma Influence: 40%	Armour: 30
Power: 5	Dodge: 10%,-10%
Intelligence: 5	Damage Bonus: 2
Mobility: 15	Combat Strength: 35
Size: 12 (2.4m)	Encounter Group: 4-24

Special: nil

Combat Details: (2 * 65% - claw 1d6 + 2, 75% - bite 1d4) or (95% - throw item 2d8)



This large Ape appears as a broad, hairy humanoid with powerful claws, a flat face, sharp teeth and a massively muscled torso. They can be found in any temperate or tropical climate where there is plenty of foliage and tree cover. They are generally found in clans of 4d6 but larger colonies have been known. Apes are extremely good climbers and are able to

maintain their normal movement rate through closely packed foliage. They are also able to leap from tree to tree if the limbs are no more than eight metres apart. They are hostile and aggressive towards any creatures that intrude into their territory. About 80% of the Ape clan will be effective in attempting to repel intruders. Giant Apes are mostly feared for their ability to throw tree limbs, coconuts or any other similarly handy items onto any creature below. They throw these items as slow projectiles with 95% accuracy for 2d8 damage. Sometimes Apes drop things from the trees onto passers-by for what seems to be sport or fun.

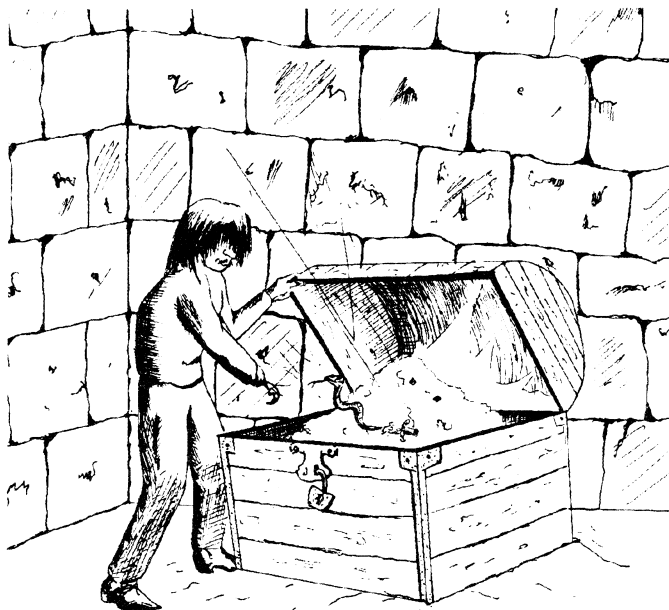
ASP

Level: 2	Hit Points: 5
Karma Influence: 35%	Armour: 0
Power: 4	Dodge: 20%,40%
Intelligence: 2	Damage Bonus: 0
Mobility: 21	Combat Strength: 25
Size: 2 (0.4m)	Encounter Group: 1-2

Special: fatal poison, surprise 1-3, initiative +1.

Combat Details: 80% - bite 1d6

This very small snake is incredibly quick and has a mottled grey/green skin which gives it surprise and initiative advantage. It also has a powerful bite with deadly poison. They can be found in any climate except arctic areas. If an Asp's bite penetrates a victim's armour and draws



blood, it will inject a fatal poison into the victim. It is able to inject this poison only once per hour as a bite injects all poison that the snake has produced, requiring one hour to reproduce enough poison for a further poisonous bite. If a full poison sack is taken from an Asp there will be enough venom to cover one long sword, ten arrows, or an equivalent weapon type.

ASPHYXANT TREE

Level: 2	Hit Points: 25
Karma Influence: 35%	Armour: 40
Power: 1	Dodge: 0%,-25%
Intelligence: 1	Damage Bonus: 0
Mobility: 0	Combat Strength: 37
Size: 20 (4.0m)	Encounter Group: 2-8

Special: suffocating damage 1d4 per round

Combat Details: nil



An Asphyxiant tree usually grows in a form resembling the trees typical of its location. However, there are also rare species known that grow as bushes and other types of vegetation. When a creature falls asleep near these trees, the trees drop their leaves. The leaves flutter to the face of the creature and adhere strongly to its mouth and nose, prohibiting the victim from breathing. The victim will then

automatically lose 1d4 hit points from suffocation. Each round after this, the victim will lose a further 1d4 hit points until a successful Karma Influence is performed, indicating that the leaves have been ripped from the victim's face.

BARBICAN

Level: 4 Hit Points: 20
 Karma Influence: 45% Armour: 50
 Power: 4 Dodge: 10%,0%
 Intelligence: 8 Damage Bonus: 2
 Mobility: 9 Combat Strength: 48
 Size: 10 (2.0m) Encounter Group: 2-16,50-300
 Special: 80% - Tracking
 Combat Details: 110% - 1d8 + 3 or by weapon type



Barbicans are large, well muscled, semi-evolved humanoids, similar in appearance to furry humans with long ears, sharp pointed teeth and stunted claws. They are powerfully built and vaguely resemble Neanderthal man. They are fairly nomadic and have little understanding of agriculture. Their tribes range in size from fifty to three hundred and often feud among themselves. Only 75% of a tribe will be effective in combat and hunting or raiding parties usually number up to sixteen (2d8). Tribes rarely co-operate unless under strong and merciless leadership. Though they are not very intelligent, they have a good understanding of siege machinery and are able to track (80%) and hunt well. They hate all Humans, Elves, and Dwarves and will always attack parties comprised of these races if they have a chance of winning easily. They speak their own language and there is a 10% chance that any Barbican encountered will also be able to speak the local Human tongue. They have naturally tough hides and generally fight with spears, slings, spiked clubs and stone axes.

BAT. Giant Bat

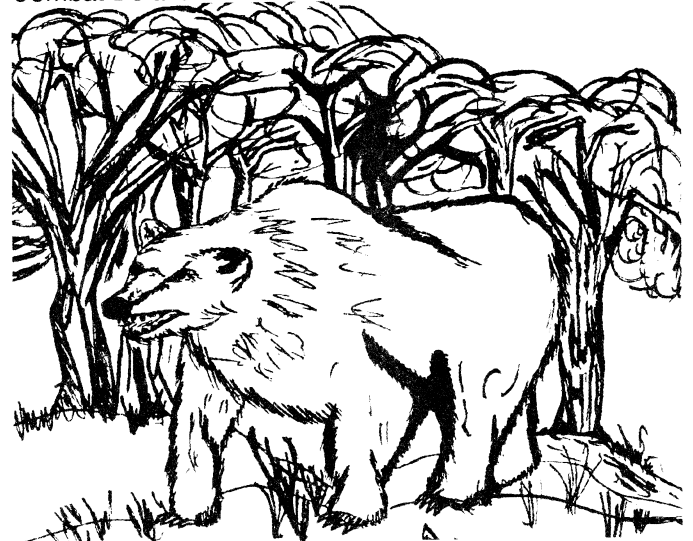
Level: 3 Hit Points: 15
 Karma Influence: 40% Armour: 10
 Power: 3 Dodge: 0%,20%
 Intelligence: 5 Damage Bonus: 0
 Mobility: 1/12 Combat Strength: 26
 Size: 13 (2.6m) Encounter Group: 1,4-24
 Special: surprise 1-4
 Combat Details: 2 * 65% - claw 1d6, 75% - bite 2d6



These large nocturnal creatures with wing spans of over two metres and body size of about one metre live in dark areas such as caves or dark forests. They will only be found abroad during night hours. If they are encountered in their roost there will be 4d6 bats. However, when they are encountered out at night there will only be one. They feed on the blood of mammals, dropping out of the night sky onto unsuspecting victims and attempting to knock them to the ground with their claws and weight. If both claws hit, regardless of whether they cause damage, the victim must perform a successful Karma Influence or be knocked to the ground where the bat is able to use its mouth. Once on the ground the bat is unable to use its claws to attack.

BEAR. Black Bear

Level: 3 Hit Points: 20
 Karma Influence: 40% Armour: 30
 Power: 3 Dodge: 0%,0%
 Intelligence: 6 Damage Bonus: 2
 Mobility: 15 Combat Strength: 35
 Size: 10 (2.0m) Encounter Group: 1-2
 Special: bear hug - 2d6
 Combat Details: 2 * 65% - claw 1d6 + 2, 75% - bite 1d4



Black Bears, are large creatures with powerful jaws, huge clawed paws and thick matted, black hair covering their bodies. They are able to walk in an upright manner but usually prefer to move about on all fours and can be found in any cool, mountainous area. They are excellent climbers, being able to scamper up trees with their normal mobility. They lair in caves and will hibernate during the winter months, waking only occasionally to roam the woods for food. They are basically scavengers but will eat almost anything. They often attack humans but if melee is going against them they are quick to retreat. When a Black Bear attacks, it ambles into the fray swinging its huge paws. If both claws score a successful hit then the victim is caught in a bear hug. This causes an additional 2d6 hit points that are taken directly off the body of the victim unless the victim is wearing a full suit of plate armour, in which case the armour absorbs its full potential. The bear can then bite automatically. The hug is still in effect the next round, prohibiting any further claw attacks but causing damage.

BEAR. Brown Bear

Level: 5	Hit Points: 40
Karma Influence: 50%	Armour: 50
Power: 15	Dodge: 0%,-25%
Intelligence: 8	Damage Bonus: 4
Mobility: 9	Combat Strength: 88
Size: 16 (3.2m)	Encounter Group: 1-3
Special: bear hug - 2d8	
Combat Details: 2 * 95% - claw 1d8 + 4, 105% - bite 2d6	



These immense creatures, sometimes called Cave Bears and standing over three metres when upright, are covered in thick brown hair. They appear as large shambling creatures with huge chests, powerful, long jaws, and tough claws on their paws. They can be found in any temperate or alpine clime. They do not lair but rather roam the plains or forests in search of food, often attacking village flocks and farmers. They are both intelligent and

aggressive and will not attack if the odds seem to be against them. They are continually hungry and are active all year round. They only enjoy fresh meat and often leave a kill half eaten to go in search of other food. When a Brown Bear attacks, it moves into the melee swinging its huge paws. If both claws score a successful hit then the victim is caught in a bear hug. This causes an additional 2d8 hit points that are taken directly off the body of the victim unless the victim is wearing a full suit of plate armour, in which case the armour absorbs its full potential. The bear can then bite automatically. The hug is still in effect the next round, prohibiting any further claw attacks but still causing damage.

BEAR. Polar Bear

Level: 4	Hit Points: 30
Karma Influence: 45%	Armour: 40
Power: 6	Dodge: 25%,-15%
Intelligence: 8	Damage Bonus: 3
Mobility: 15/0/6	Combat Strength: 79
Size: 13 (2.6m)	Encounter Group: 1-4
Special: surprise 1-3, surprised -1	
Combat Details: 2 * 80% - claw 1d8 + 3, 90% - bite 1d6	



These large bears have thick white fur and very sharp claws on their front paws. Typically they travel on all fours, seldom standing on their rear paws. They are only found in cold and snow ridden areas and do not lair, being active all year round. Unlike their black cousins, they are unable to climb trees or perform bear hugs. They are fierce predators and will often lie in wait for unsuspecting prey, using their natural colouring as camouflage in the snow, surprising their victims on 1-3. They have excellent senses of smell and hearing and thus subtract one from any time that they may be surprised for. In combat they tend to wrestle their opponents, slashing and biting at the same time.

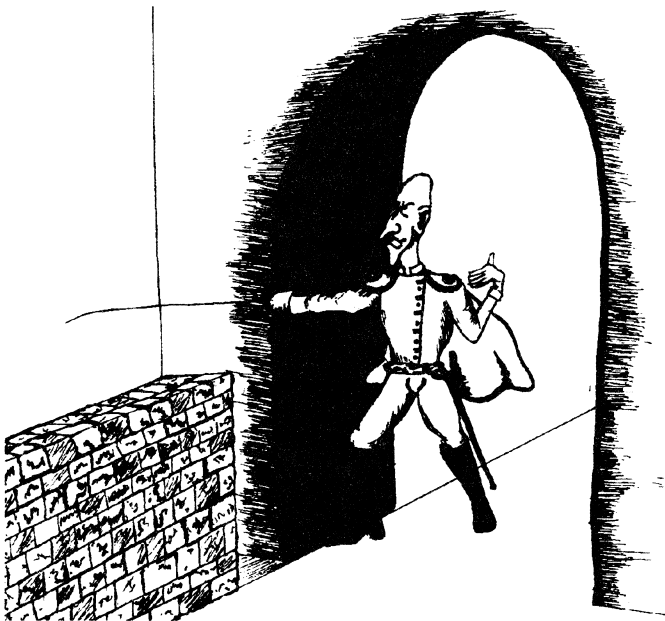
BESTER

Level: 7	Hit Points: 25
Karma Influence: 60%	Armour: 150
Power: 10	Dodge: 25%,30%
Intelligence: 15	Damage Bonus: 0
Mobility: 15	Combat Strength: 118
Size: 4 (0.8m)	Encounter Group: 1

Special: attack negates armour absorption. attack is treated as a slow projectile.

Combat Details: 175% - rapier 1d2

A Bester is a small humanoid creature that lives for the thrill of challenge. He appears as a small ageless man, usually wearing a glittering suit of plate armour. He will take up residence near some obstacle that travellers must pass,



such as a bridge or a mountain pass. When one traveller or a group attempts to pass over the area in which the Bester abides, he will challenge one of the party to combat. The Bester will only allow passage after the completion of the combat. If no one will enter into combat then he will attack all in sight. If the Bester is defeated, he will leave the area and take up residence in some other area. If he wins, then he will allow passage by all in the party. In combat, the Bester wields a small rapier that is incredibly sharp. Because of the skill with which the Bester wields it, if a successful hit is scored, the rapier automatically penetrates all armour, including magical armour and it can not be parried. It then causes 1d2 hit points directly on the body of the victim.

BITER ROCK

Level: 1	Hit Points: 20
Karma Influence: 30%	Armour: 80
Power: 2	Dodge: 0%,30%
Intelligence: 1	Damage Bonus: 0
Mobility: 1	Combat Strength: 70
Size: 4 (0.8m)	Encounter Group: 2-12

Special: surprise 1-3, leap 2m.
 Combat Details: 65% - bite 1d6 + 2

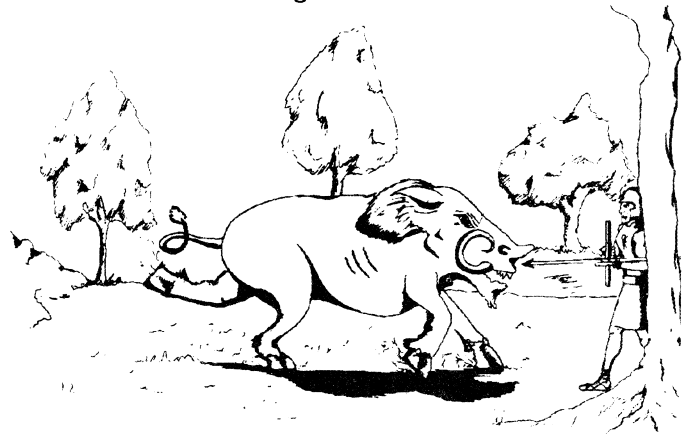


Biter Rocks are silicon based life forms that appear as normal rocks and can be found in any rocky area. They feed from the bone marrow of other creatures. When prey passes near the rocks, they leap at the victim using their small but powerful legs and attempt to bite and bring down their meal into a position more suitable for eating.

BOAR. Giant Boar

Level: 4	Hit Points: 30
Karma Influence: 45%	Armour: 50
Power: 8	Dodge: 40%,-10%
Intelligence: 6	Damage Bonus: 3
Mobility: 15	Combat Strength: 65
Size: 12 (2.4m)	Encounter Group: 1-2

Special: charge, serious disease
 Combat Details: 110% - gore 1d8 + 3



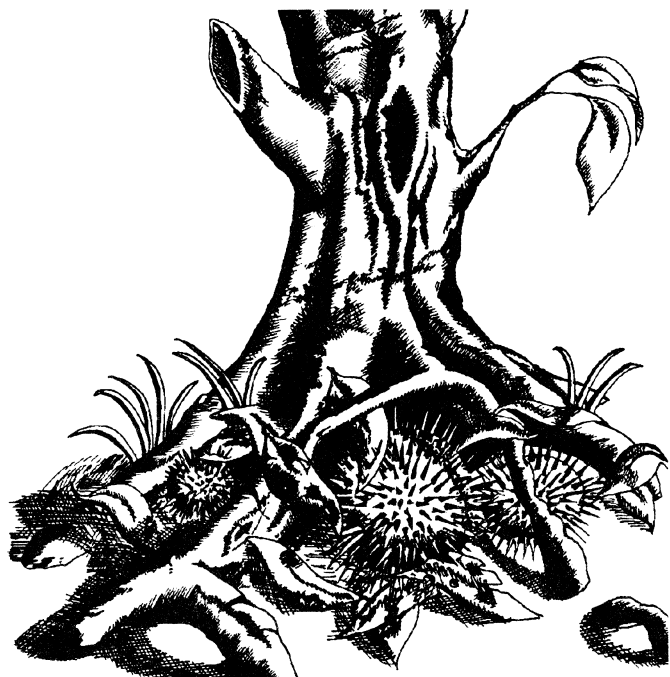
A Giant Boar is a huge pig measuring over two metres in length. It has tough, matted, black or brown hair covering all of its body. Its head is huge, resting on a powerful neck and shoulders and has two incredibly sharp tusks jutting up from its lower jaw with which it gores its victims before feeding. They can be found in any temperate or tropical clime generally preferring scrubby areas or thick bush. They are extremely aggressive, attacking any creature that they encounter in their territory. If two are met then one will be a sow of the same proportions as the boar. A victim wounded by the tusks must perform a successful Karma Influence or the wound will become infected with a serious disease due to the state of the tusks which are often covered with rotten flesh etc. The Boars often charge into combat gaining extra damage as appropriate.

BRSSD

Level: 1	Hit Points: 8
Karma Influence: 30%	Armour: 20
Power: 1	Dodge: 0%,45%
Intelligence: 0	Damage Bonus: 0
Mobility: 0	Combat Strength: 33
Size: 1 (0.2m)	Encounter Group: 2-8

Special: blistering poison.
 Combat Details: 65% - spine 1d6

A Brssd is a small ball covered in very sharp spines. It usually grows in tangled undergrowth or similar cover. If a creature stands or sits on a Brssd and is injured, the Brssd injects a poison that will cause the injured area to break into painful blisters. This blistering will last for 1d4 + 3 days and cause extreme pain. The affected victim will be unable to wear anything but the lightest of clothing over the



blistered area. A CURE spell will cause the blistering to subside and the pain to stop.

CANAVON

Level: 5
Karma Influence: 50%
Power: 15
Intelligence: 5
Mobility: 0/15
Size: 8 (1.6m)
Special: power drain, non-corporeal
Combat Details: 125% - 1d2 power points

Hit Points: 15
Armour: 0
Dodge: 0%, 100%
Damage Bonus: 0
Combat Strength: 48
Encounter Group: 1

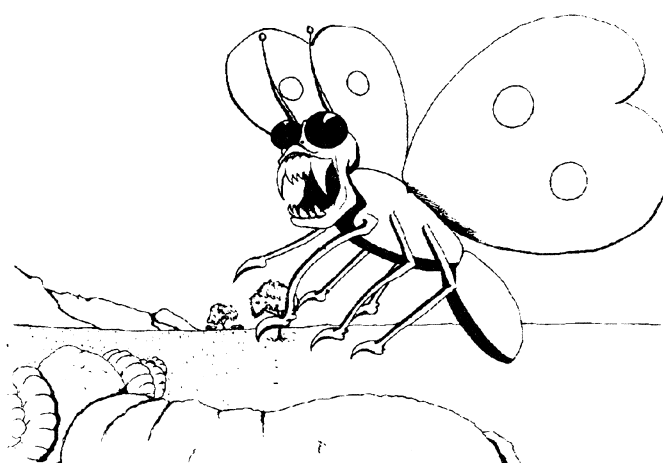


Canavons are spirits that appear vaguely human in shape. They will keep to themselves and not disturb any creature unless they are mentioned in conversation as they generally abide in the Ethereal World. Whenever any Canavon is mentioned, either specifically or generally, there is a 45% chance that a Canavon will appear.

This appearance will only be brief, however, just long enough to determine who is discussing the spirit. Then, at some time over the next 1d6 days the Canavon will visit one of those who were discussing it, usually while the victim is asleep, and, attacking the victim, will try to drain all its power points. If a Canavon is defeated it will not return unless it is discussed again.

CARNIVOROUS BUTTERFLY

Level: 1
Karma Influence: 30%
Power: 3
Intelligence: 3
Mobility: 3/9
Size: 4 (0.8m)
Hit Points: 5
Armour: 0
Dodge: 10%, 30%
Damage Bonus: 0
Combat Strength: 18
Encounter Group: 1-4



Special: nil

Combat Details: 65% - bite 1d6

Carnivorous Butterflies are a large species of the typical domestic butterfly except that they hunt and eat prey. They can be found in any temperate or tropical climate and typically attack domestic and farm animals but will attack other creatures if threatened or hungry.

CENTAUR

Level: 4
Karma Influence: 45%
Power: 8
Intelligence: 10
Mobility: 18
Size: 13 (2.6m)
Special: nil
Combat Details: (120% - +2 lance 1d8 + 6, +2 long bow 1d6 + 3) or (2 * 90% - hoof 1d8 + 1)

Hit Points: 25
Armour: 40
Dodge: 25%, -15%
Damage Bonus: 1
Combat Strength: 48
Encounter Group: 1-10, 6-36



Centaur is a species of mythical creature forgotten by time when the age of mythology passed. They have the bodies of horses and the torsos of humans. They generally abide in savanna or plains country and avoid human contact whenever possible, dealing with

humanoids only when absolutely necessary. They often travel with wild horses and have an affinity with them. They live in tightly knit clans of 6d6 in number and there is usually one male for every three females. Only the males of the clan will fight under normal circumstances although the females will fight with a +20% attack% if the young of the clan are harmed or threatened but they use their hooves rather than weapons. Centaurs have no use for trade or money and can speak the local Human tongue as well as their own language. Any weapons owned by a Centaur will be magical (+2). It is a disgrace for them to part with their battle gear. It is not known how the Centaurs create their magical weaponry and they will not confess their secrets.

CENTIPEDE. Giant Centipede

Level: 2	Hit Points: 10
Karma Influence: 35%	Armour: 10
Power: 2	Dodge: 0%, 40%
Intelligence: 1	Damage Bonus: 0
Mobility: 9	Combat Strength: 28
Size: 2 (0.4m)	Encounter Group: 1-2

Special: serious poison
Combat Details: 80% - bite 1d6



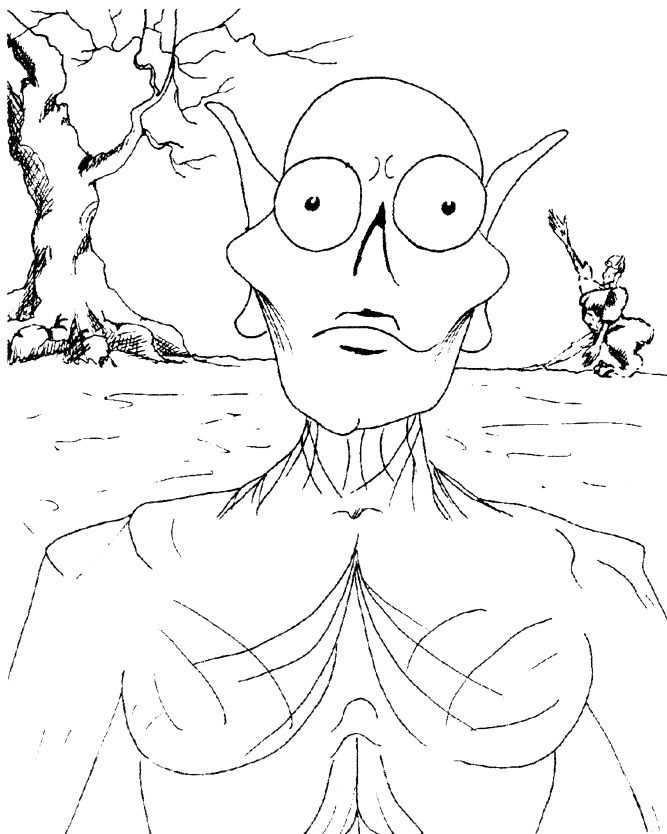
Giant Centipedes are a larger version of normal centipedes. They are a mottled mixture of brown and yellow in colour and can be found in any temperate or tropical clime. Generally they live in thick undergrowth or amongst fallen trees. Also, they sometimes take up residence in wood heaps at farms etc. If their bite succeeds in injuring a victim then it will inject a serious poison. Generally these creatures simply lie under cover but if disturbed they will become aggressive, attacking rather than retreating.

CHANGELING

Level: 6	Hit Points: 25
Karma Influence: 55%	Armour: 60
Power: 10	Dodge: 20%, 0%
Intelligence: 12	Damage Bonus: 2
Mobility: 12	Combat Strength: 61
Size: 10 (2.0m)	Encounter Group: 1-4

Special: regenerate 1 hit point/rounds
Combat Details: (2 * 130% - claw 1d8 + 4) or (150% - by weapon type)

Changelings are creatures that are able to take the form of any humanoid which they see. In their natural form they appear as humanoids with no skin, having all their muscles and sinews exposed. They try to kill their victims and take their places. They seem to exist to cause chaos, though it is rumoured that they are secretly in search of their lost souls. Once a Changeling has killed a victim and taken its

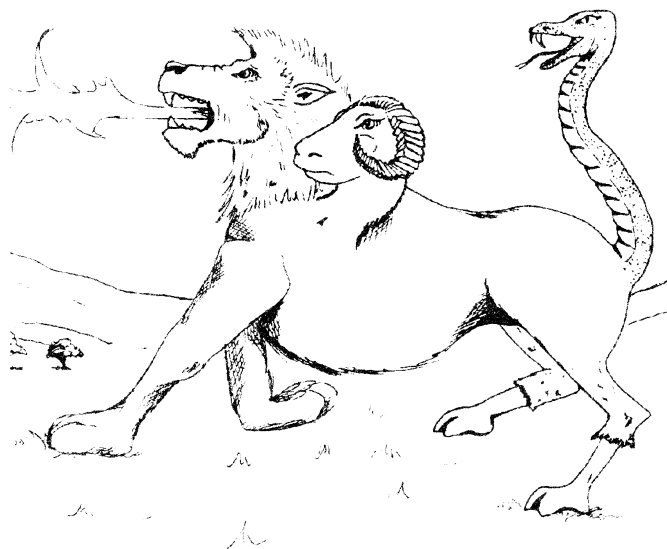


identity it is able to imitate about 85% of the victim's personality. It will continue in that form until another humanoid can be lured away from any party and then attempt to take this new victim's place in the same fashion as the first. Changelings regenerate one hit point every round and will often co-operate with each other.

CHIMAERA

Level: 7	Hit Points: 30
Karma Influence: 60%	Armour: 40
Power: 10	Dodge: 25%, -25%
Intelligence: 10	Damage Bonus: 2
Mobility: 15	Combat Strength: 95
Size: 15 (3m)	Encounter Group: 1

Special: fire breath - 3d6, serious poison.
Combat Details: (145% - bite 2d6, 145% - butt 1d8 + 2) or (fire breath 3d6), 2 * 135% - claw 2d6 + 2, 145% - bite 1d8 + serious poison



The Chimaera is a strange mythical mutation, evil in nature and aggressive in temper. Its body is half goat and half lion, having two heads sprouting from its shoulders, one of a goat and the other of a lion. Its tail is the head of a serpent. They are rare in occurrence and abide in generally unpopulated areas abundant in wild storms. A Chimaera is able to breathe flames from its lion's head in any round that it attacks with neither of its front heads. These flames can be directed at any one opponent up to ten metres distant.

CLAM. Giant Clam

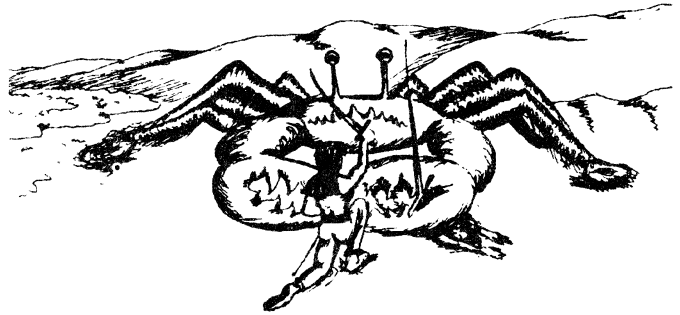
Level: 2	Hit Points: 10
Karma Influence: 35%	Armour: 90
Power: 1	Dodge: 0%, 15%
Intelligence: 1	Damage Bonus: 2
Mobility: 3	Combat Strength: 60
Size: 7 (1.4m)	Encounter Group: 1-2
Special: surprise 1-5	
Combat Details: 80% - bite 2d4 + 2	



Giant Clams can be found in any aquatic environment, be it fresh water or salt. They usually bury themselves in the sand or mud and await victims to walk over their lair. When a Clam senses a victim above, it will lurch upward with an open shell and snap at whatever disturbed it. The Clam gains its surprise advantage when attacking this way. If it is successful with an attack it will clamp onto the victim who will only be able to escape once the clam is dead or it releases its grip to burrow. If the clam misses with the first attack it will lurch about, continuing in its attempt to grasp a victim. If a clam sustains more than two thirds of its hit points it will attempt to disengage any victim and bury itself in the sand or mud. It will take two rounds for the clam to bury itself, at which stage it will be unreachable by normal characters. If it is pursued, it will continue to burrow deeper with its normal mobility.

CRAB. Giant Crab

Level: 4	Hit Points: 25
Karma Influence: 45%	Armour: 80
Power: 4	Dodge: 10%, 10%
Intelligence: 4	Damage Bonus: 2
Mobility: 15	Combat Strength: 71
Size: 8 (1.6m)	Encounter Group: 1-4
Special: nil	
Combat Details: 2 & 90% - claw 1d8 + 2	



Giant crabs are similar in appearance and temperament to their smaller cousins, except for their immense size. They can be of any colour and can be found in water or on land. Most of the species are amphibious but some are land dwellers only. There is one species that inhabits desert regions only and another that lives only in tropical forests. They will generally avoid contact with humanoids unless they are under threat or their territory is disturbed. Although they are unable to move forwards they are very nimble when moving sideways or backwards. Because of this frontal movement disadvantage they are unable to use both of their claws in the initial attack on an opponent that they have moved up to, otherwise they attack with their two huge claws.

CROCODILE. Crocodile - Small, Medium, Large.

Level: 3	Hit Points: 20
Karma Influence: 40%	Armour: 60
Power: 1	Dodge: 0%, 0%
Intelligence: 2	Damage Bonus: 0
Mobility: 12/0/12	Combat Strength: 50
Size: 10 (2.0m)	Encounter Group: 1-6
Special: surprise 1-4, locking jaws	
Combat Details: 95% - bite 1d6	



Crocodiles can be found in almost any watery clime. They are fierce predators and lie in wait in shallow water until a victim passes close by. They then attack suddenly, surprising on a 1-4. If an initial attack is successful and draws blood, a Crocodile will lock its jaws on its victim and will cause maximum damage to the victim (armour is considered) each round until the victim or the Crocodile is

dead. A Crocodile attack will generally arouse any other Crocodiles in the area. Crocodiles do not eat their catch immediately but store it in their underwater lair or larder for a time. They will have an odd assortment of articles in their lair because of this.

Medium/Large Crocodile - level 4/5, hit points 25/30, dodge 0%,-25%/0%,-25%, size 20/30, Karma Influence 45%/50%, power -2/3, attack% 110%/125%, bite -2d6/3d6, combat strength 47/52

DEATH BEETLE

Level: 3
Karma Influence: 40%
Power: 2
Intelligence: 2
Mobility: 12
Size: 1 (0.2m)
Special: death hum
Combat Details: 95% - sting 1d4

Hit Points: 6
Armour: 30
Dodge: 55%,45%
Damage Bonus: 0
Combat Strength: 54
Encounter Group: 4-24



Death Beetles are large insects with tough black exo-skeletons. They are unable to fly and can be found in any underground area as well as in abandoned or little used buildings. They are greatly feared as they are extremely difficult to hit due to their high dodge. When at least six Death Beetles are present they will prefer to set up a death

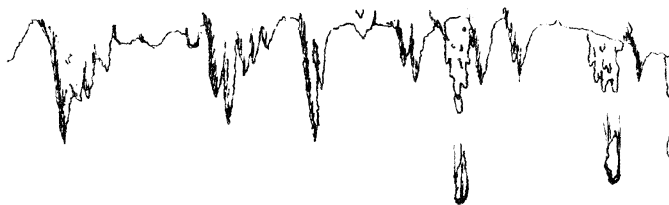
hum rather than sting their victims. When they do this, all creatures within a ten metre radius must perform a successful Karma Influence or be paralysed for 2d4 rounds. This death hum may be attempted once every ten rounds and any beetle involved may not sting in the round of humming. The Beetles typically paralyse their victims and then sting them to death through vulnerable points in the armour. They have a love of bright and glittery objects such as jewellery and gems and often hoard such items in their lair.

DEATH SLIME

Level: 2
Karma Influence: 35%
Power: 0
Intelligence: 0
Mobility: 0
Size: 5 (1.0m)
Special: corrosion, acid, affected only by cold
Combat Details: 4d6 on metal, 1d6 on flesh, wood, leather etc.

Hit Points: 15
Armour: 0
Dodge: 0%,25%
Damage Bonus: 0
Combat Strength: 23
Encounter Group: 1-10

Death Slime is a type of fungus only found in swampy or damp underground areas. It varies in colour from green through grey and brown, often mixing these colours in any one slime. Although unable to move by themselves, Slime often move down sloping passages or drip from cracks in ceilings etc. If they come into contact with metal they will attack the metal at a rate of 4d6 hit points per round, until washed or scraped off. They are unable to corrode glass or stone and affect all other substances at a rate of 1d6 hit

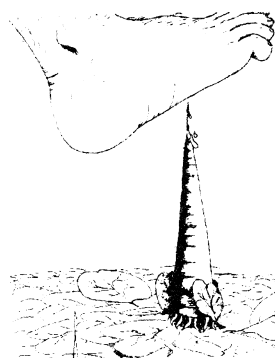


points per round. If some slime adheres to a piece of armour, the armour will take all damage until it is destroyed. The slime will then begin to affect the clothes and flesh under the armour. A character may not realise that his armour has been affected until his body begins to hurt. These slimes can only be affected by cold damage and if two or more are together their hit points will be accumulated, thus five slimes together will have seventy-five hit points.

DEATH SPINE

Level: 2
Karma Influence: 35%
Power: 1
Intelligence: 1
Mobility: 1
Size: 1 (0.05m)
Special: fatal poison
Combat Details: 80% - 1d6

Hit Points: 5
Armour: 60
Dodge: 0%,45%
Damage Bonus: 0
Combat Strength: 50
Encounter Group: 2-16



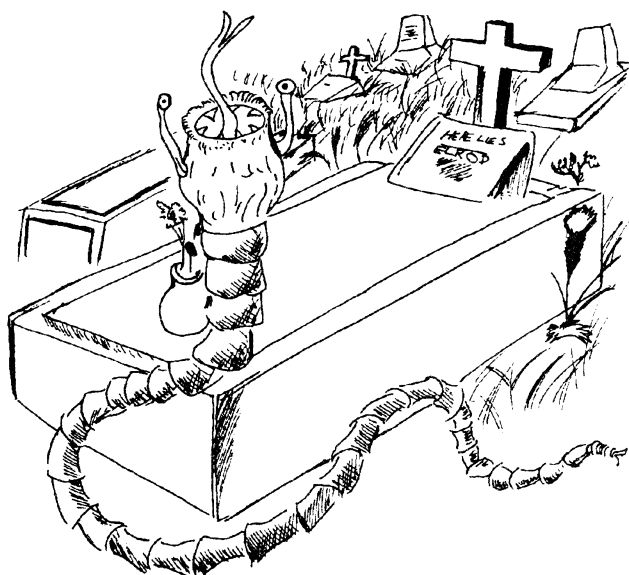
Death spines are small, hard spines that conceal themselves in leaf-covered or rubble-strewn pathways in any temperate or tropical clime. They then wait until some creature steps on them, injecting a fatal poison into the resulting wound. After the creature dies, the spines will feed from its flesh.

DEATH WORM

Level: 5
Karma Influence: 50%
Power: 1
Intelligence: 6
Mobility: 15
Size: 15 (3.0m)
Special: slow death
Combat Details: 125% - bite 1d12

Hit Points: 25
Armour: 100
Dodge: 75%,-25%
Damage Bonus: 0
Combat Strength: 91
Encounter Group: 1-4

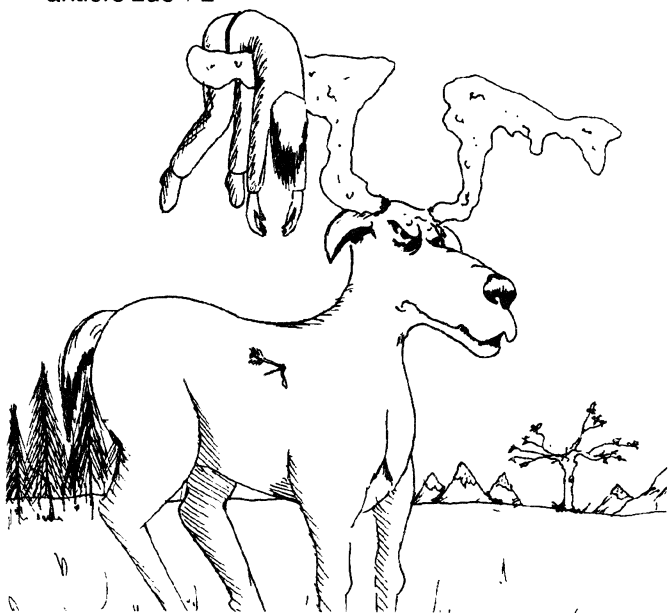
A Death Worm is actually an evil form of sentient vegetation. It appears as a long tubular stem topped with a bulbous head with a round maw filled with jagged teeth. It has small eyes that protrude on stalks. They can be found



in grave yards, crypts and virtually any place in which there are a number of dead creatures together, whether they be dead or Undead. Their vicious bite induces slow death, i.e. any wound inflicted by a Death Worm will not heal normally. The wound will continue to bleed reducing the victim's hit points by one point every ten rounds until death. It also negates any regenerative powers gained by a victim's exceptional constitution. The loss of hit points can only be stopped by the casting of one of these spells: **HEALTHY BODY**, **CURE**, or **REGENERATE**. If the victim dies, he will become a **Wight** (01-50) or a **Wraith** (51-100) within 1d4 days unless a **BLESS** spell is cast on the remains. They can not be turned by Clerics but can be kept at bay by a **RIGHT OF MARTYRDOM** spell.

DEER. Giant Deer

Level: 3	Hit Points: 30
Karma Influence: 40%	Armour: 20
Power: 4	Dodge: 35%,-25%
Intelligence: 6	Damage Bonus: 2
Mobility: 15	Combat Strength: 43
Size: 16 (3.2m)	Encounter Group: 1-2
Special: charge	
Combat Details: 2 * 65% - hoof 1d8 + 2, 75% - gore with antlers 2d6 + 2	



A Giant Deer is similar in appearance to a large moose except for its larger size, standing over two metres at the shoulder. They can be found in any alpine area. They are timid creatures and are rarely seen and if two are encountered they will be a mated pair. If threatened, they will charge into combat using their antlers and gain extra damage as appropriate to a charge. In combat, they can use their hooves but usually prefer to gore with their antlers. It would be possible to train one as a steed if it were caught young and then tamed and trained. They are often used as steeds by Snow Giants.

DEMONS

All demons are creatures of evil, being spawned in the depths of Hades as a result of some vile act, or suddenly existing, created from the diabolic energies and forces that permeate their abode.

They all intensely hate normal life and when they venture into the Natural World, via a summoning, or through their own strong will (for the very powerful demons), they cause chaos and destruction, often feeding on the flesh and fleeing life force of creatures dying in their hands. Stronger demons often have some ultimate goal or purpose when in the Natural World and are able to suppress much of their chaotic nature if it would interfere with their quest.

Demons can be summoned from Hades by the use of spells, such as **SUMMON DEMON**, and special magical items. This summoning does not, however, allow control of the demon, so other steps must be taken such as subduing the demon, striking up a bargain beneficial to the demon, or using a **CONTROL DEMON** spell.

Demons are similar to undead creatures in that they may be turned. However, they have a resistance of 200% + 10% per level. All have a manna resistance and some are themselves able to use manna. No demon can be harmed by weapons not of a magical nature and they are immune to any elemental extremes - temperature, lightning etc. - and are thus not affected by spells such as **ICE JAVELIN**, **FIRE BURST**, or **LIGHTNING BOLT**. They are unaffected by any form of poison, inhaled, imbibed, or injected. They are also immune to any attacks, spells or otherwise, classed as **Mind Spells**. They may be held at bay with a **RIGHT OF MARTYRDOM** spell.

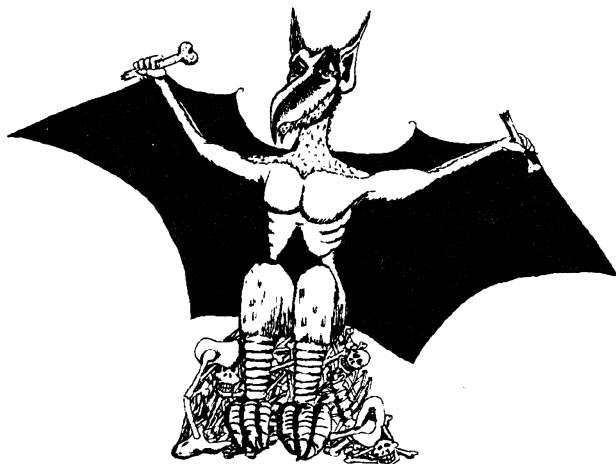
If a demon is slain while it is in any World other than Hades it will not actually be killed but rather forced back to Hades. This forced expulsion is extremely painful to the demon and causes a discontinuity to arise between the demon and the World in which it was killed, prohibiting its entry back to that World for a certain period of time. This time is dependent upon the level of the demon and is calculated as follows:

Expulsion Time (years) = 11 - level of demon

If the demon is killed while in Hades then its life force and energies become dispersed and combined with the other tormented forces within Hades, causing the complete destruction of the demon.

DEMON. Bonesnapper Demon

Level: 6 Hit Points: 40
 Karma Influence: 55% Armour: 80
 Power: 19 Dodge: 55%,-25%
 Intelligence: 17 Damage Bonus: 4
 Mobility: 6/15 Combat Strength: 130
 Size: 15 (3.0m) Encounter Group: 1
 Special: 40% manna resistance
 Combat Details: 2 * 120% - claw 1d8 + 6, 130% - bite 3d6



Bonesnapper demons resemble large armoured vultures. They are attracted by shiny objects but rarely collect items of any value. They are able to be summoned to the Natural World but otherwise are rarely seen. In combat a Bonesnapper demon attacks with two claws and a vicious bite. If its victim is surprised the demon will swoop from the sky gaining +20% on each of its claw attacks for that round but will not be able to get a beak attack. After devouring a victim the demon snaps the victim's bones to line its nest.

DEMON. Demon Hag

Level: 4 Hit Points: 30
 Karma Influence: 45% Armour: 0
 Power: 15 Dodge: 20%,0%
 Intelligence: 18 Damage Bonus: 0
 Mobility: 12 Combat Strength: 36
 Size: 10 (2.0m) Encounter Group: 1-4
 Special: spell use, 20% manna resistance
 Combat Details: 2 * 90% - claw 1d8

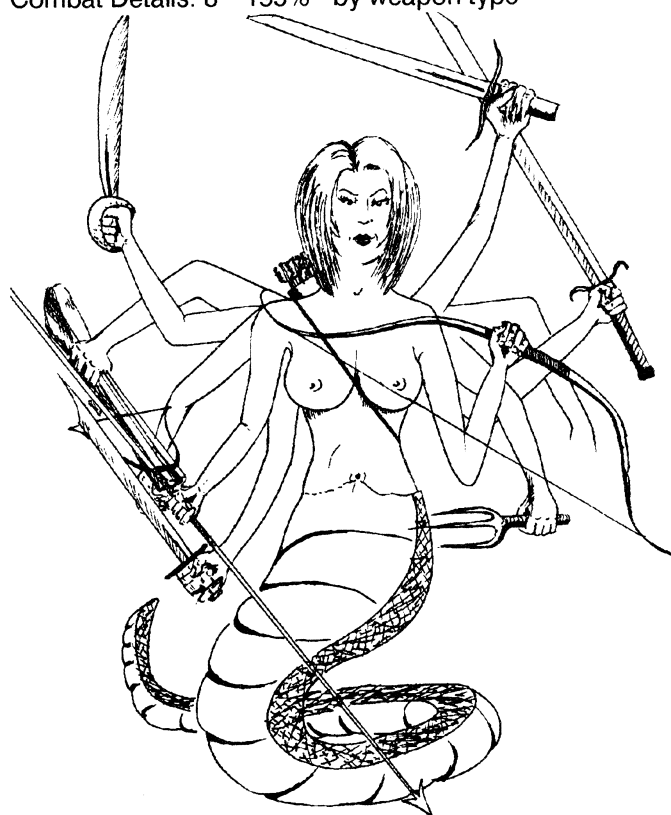


Demon Hags appear as human females varying in features from beautiful to hideous but all have long claws and red pupilless eyes. They are particularly feared as they are the demonic form of witches. They often come back to the Natural World to avenge their mortal deaths and often serve high level demons being their representatives in the Natural World. Once a witch becomes a Demon Hag she loses all her manna but gains the ability to cast

several spells once per day without the need for any components. These spells are MANNA BOLT (six missiles), FLY, BODY STASIS, FEAR, EYGIL'S MAGIC STEED, DISEASE, and FAILING MEMORY. Once per week each Demon Hag is able to cast a powerful CURSE spell. The victim must perform a successful Karma Influence or have all its primary major attributes reduced to eight. Only a REMOVE CURSE or a LIFE FORCE and REGENERATE spell will restore the victim fully. In combat they use their two taloned claws.

DEMON. DurKali Demon

Level: 9 Hit Points: 45
 Karma Influence: 70% Armour: 80
 Power: 20 Dodge: 80%,0%
 Intelligence: 18 Damage Bonus: 0
 Mobility: 18 Combat Strength: 176
 Size: 10 (2.0m) Encounter Group: 1
 Special: 70% manna resistance, spell use
 Combat Details: 8 * 195% - by weapon type



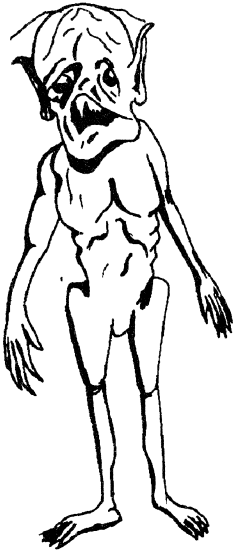
In natural form a DurKali Demon has the upper body of an attractive naked female with, however, ten arms. It is covered in small scales as its lower body is that of a serpent. The Demon is able to change its form at will into a normal and attractive human female (charisma 18) and is also able to cast a CREATURE COMPANION spell once every ten rounds. When in combat a DurKali Demon will concentrate her attacks on the strongest male in any group as they yearn for physical dominance over male creatures. When attacking they use a magical weapon in each hand - generally with a +1 bonus. These weapons are 1. short sword 2. long sword 3. cutlass 4. katana 5. javelin 6. short trident 7,8. long bow. 9,10. heavy crossbow. All the demon's weapons will be magical and the more powerful the demon is in demon rankings, the more powerful will be her weapons, very strong demons often having special

abilities on their weapons. A DurKali Demon is able to return to the Natural World to hunt without restriction if her weapons are stolen without her first being slain in that World.

DEMON. Imp

Level: 1
Karma Influence: 30%
Power: 5
Intelligence: 8
Mobility: 15
Size: 3 (0.6m)
Special: 10% manna resistance, spell use
Combat Details: nil

Hit Points: 12
Armour: 20
Dodge: 15%,35%
Damage Bonus: 0
Combat Strength: 38
Encounter Group: 1

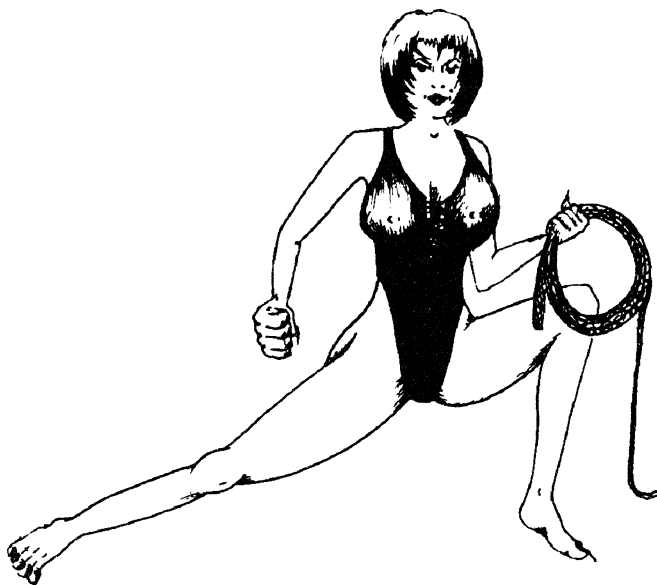


Imps are low level demons that seem to have control over their own actions and destinies. They do not appear to be under the command of any higher level demons. They appear as small, bald, old men without clothes. Through all encounters with Imps, no defined purpose for their existence has been determined apart from the fact that they cause mischief wherever they go. They can use a LEVITATE, HITHER & YON (3 traversals), and a MANTLE OF OBSCUREMENT at will but are unable to fight.

DEMON. Love Demon

Level: 10
Karma Influence: 70%
Power: 30
Intelligence: 20
Mobility: 21
Size: 10 (2.0m)
Special: 80% manna resistance. spell use. awe. regeneration. energy bolt. charm. non-corporeal at will.
Combat Details: 4 * 220% - Adept combat routine 3d6 + 5

Hit Points: 30
Armour: 0
Dodge: 100%,0%
Damage Bonus: 5
Combat Strength: 136
Encounter Group: 1



A Love Demon appears as an extremely beautiful human woman (charisma 24). The mere sight of a Love Demon will awe all male, Humanoid mortals that do not have exceptional charisma themselves, for 1d6 rounds. During this time all awed creatures will act as though surprised. Love Demons venture into the Natural World to feed on the life force of great Adepts, Beast Masters, Brigands, and Warriors. They dislike manna-using classes, but have been known to present themselves to minor class Conjurers, Druids, and Mind Mages but never to Clerics. Each night they may have one attempt to charm one of their victims. The desired victim will be charmed if he is unsuccessful with a Karma Influence attempt at -20%. If charmed, the victim will then embrace and kiss the Love Demon and she will commence to feed from the victim's life force, draining 1d4 power points each round until the victim is dead. Once charmed by a Love Demon, a victim will automatically become charmed whenever he is within one hundred metres of the Love Demon that charmed him. In combat, a Love Demon can use her hands and feet in the style of the Adept skill COMBAT ROUTINE. Her preferred attack, however, is an energy bolt that can be projected once per round to a range of ninety metres for 1d6 hit points directly on the body of the target. The target will also be propelled in the opposite direction for 1d6 metres due to the force of the bolt and will lose all remaining initiative for that round. A Love Demon may, instead of attacking, cast one of the following spells in any round; BODY STASIS, COMPULSION, CONFUSION, and FLY. These demons can become non-corporeal at will and this adds 100% to their already high dodge. A slain Love Demon will regenerate to full strength in ten rounds unless a metal shaft is left imbedded in its abdomen. If the shaft is removed, the Love Demon will continue to regenerate regardless of the time span involved.

DEMON. Midgie Demon

Level: 3
Karma Influence: 40%
Power: 16
Intelligence: 8
Mobility: 15
Size: 5 (1.0m)
Special: 20% manna resistance
Combat Details: 2 * 65% - claw 1d6, 75% - bite 1d6

Hit Points: 12
Armour: 20
Dodge: 25%,25%
Damage Bonus: 0
Combat Strength: 59
Encounter Group: 4-24



Midgie Demons are just slightly higher in demon rankings than Minion Demons. They appear as small deformed men with long sharp white claws and fangs. Their hide is a sooty grey in colour and appears very dry, seeming to be made of large flakes of skin. They generally serve high level demons and are found on the Natural World in this service. They love any material wealth and enjoy inflicting suffering on living creatures.

DEMON. Minion Demon

Level: 2 Hit Points: 8
 Karma Influence: 35% Armour: 30
 Power: 4 Dodge: 10%,30%
 Intelligence: 8 Damage Bonus: 0
 Mobility: 9 Combat Strength: 52
 Size: 4 (0.8m) Encounter Group: 2-16
 Special: reformation, 10% manna resistance
 Combat Details: 2 * 50% - claw 1d4, 60% - bite 1d6



Minion Demons are possibly the weakest of all demons. They appear as small scaly humans with deformed features and jet black eyes and are an anaemic pink in colour. They lurk across all accessible Worlds to cause hardship and misery. They are usually assigned an area by some greater demon and will cause as much mischief as possible in this area. If they are killed they will reform in approximately twelve hours in some other area (or perhaps the

same one) determined by their controlling demon. To destroy a Minion Demon, a BLESS spell must be cast on its remains before it reforms. Holy water sprinkled on the remains will also destroy the demon.

DEMON. Possessor Demon

Level: 10 Hit Points: 55
 Karma Influence: 75% Armour: 170
 Power: 21 Dodge: 75%,-25%
 Intelligence: 20 Damage Bonus: 4
 Mobility: 12 Combat Strength: 229
 Size: 15 (3.0m) Encounter Group: 1



Special: fear, possession, invisible - Natural Dodge + 100% and surprise 1-6, 80% manna resistance
 Combat Details: 4 * 220% - claw 2d8 + 4

Possessor Demons are surrounded by a dweomer of fear. Any mortal creature within ten metres of one of these demons must perform a successful Karma Influence or flee in terror for 1d4 rounds. The demons are invisible to all forms of vision but can be seen dimly by an EYES OF SEEING spell. They are revealed by a REVELATION spell. They have no distinct form but are simply an aura of power slightly resembling a large bird with taloned arms instead of wings and a leathery skin rather than feathers. If a Possessor demon draws blood from a victim, the victim must successfully influence his Karma or become comatose for 1d6*10 rounds. Over this period the victim's hit points will change to 8. When the coma period is over, the victim rises as a Minion Demon, attacking any living creature in sight. If the victim survives this fight it is controlled by the Possessor Demon that killed it. The victim, in Minion demon form, must be reduced to zero hit points total before it is slain, or by a BLESS spell cast upon it while in the comatose state. If the victim is slain and then resurrected it will return in its original form. Possessor Demons only leave their World to guard magical items from use by mortals or to partake in some ultimate evil.

DEMON. Sand Demon

Level: 8 Hit Points: 45
 Karma Influence: 65% Armour: 80
 Power: 14 Dodge: 75%,-25%
 Intelligence: 10 Damage Bonus: 4
 Mobility: 12 Combat Strength: 157
 Size: 15 (3.0m) Encounter Group: 1

Special: invisible - Natural Dodge + 100% and surprise 1-5, 60% manna resistance

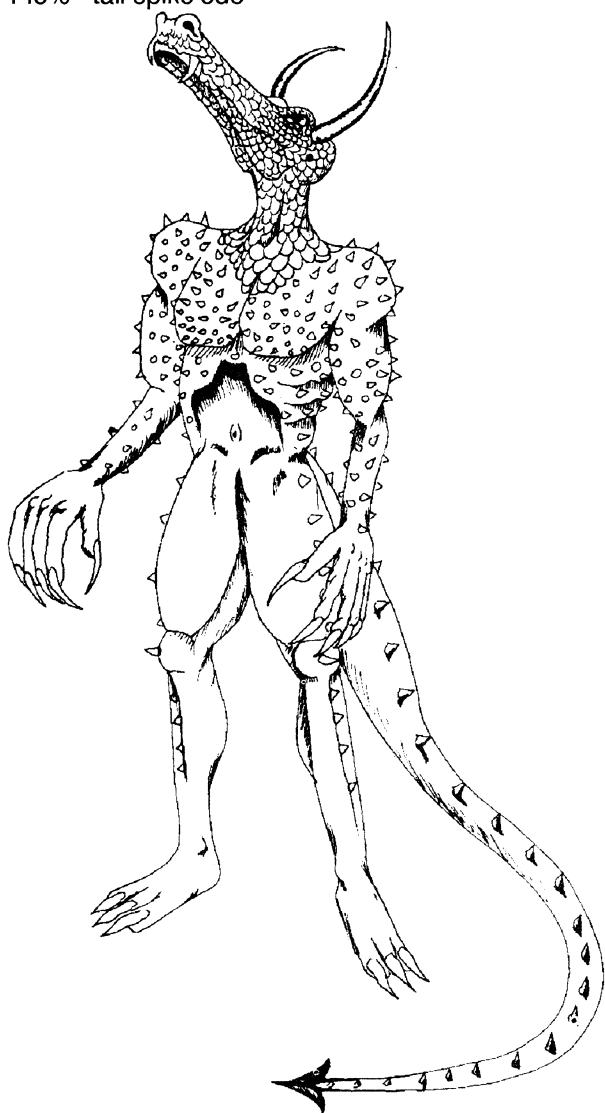
Combat Details: 4 * 170% - claw 2d6 + 4



A Sand Demon is naturally invisible but when it can be seen it looks like a tall humanoid with long sharp claws and sharp fangs. It has spines covering the lines of its back and limbs and is armoured with a sandy substance bound strongly together. They are fearsome creatures and are found in any hot clime. They are particularly hard to detect as they are not alive and will have the same body temperature as the surrounding terrain. They are very territorial, whether in the Natural World or their own. They will track, with the aim of attacking and devouring, any creature entering their territory but will never infringe on other Sand Demons' territories. Typically they will approach a party from behind. This, combined with their invisibility gives them their surprise advantage. They attack with their two powerful claws and are unaffected by non-magical weapons.

DEMON. Spined Demon

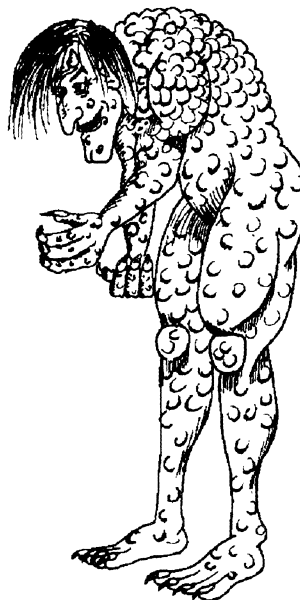
Level: 7 Hit Points: 40
 Karma Influence: 60% Armour: 100
 Power: 19 Dodge: 25%,-25%
 Intelligence: 15 Damage Bonus: 4
 Mobility: 15 Combat Strength: 135
 Size: 20 (4.0m) Encounter Group: 1-3
 Special: regenerate 1 hit point/round, 50% manna resistance
 Combat Details: 2 * 135% - claw 2d6 + 4, 145% - bite 1d12, 145% - tail spike 3d6



A Spined Demon resembles a large lizard type humanoid. Each of its scales has a small spine on it, thus its name. It has razor shape claws and its powerful jaws in its crocodilian head have massive fangs while its long tail ends in a needle sharp point. They serve only the greater demons and generally have lesser demons in their service. They are able to cast a SUMMON DEMON spell and call another Spined Demon to their need with 35% chance of success. This takes one complete round. They are extremely powerful physically and are able to attack with two sharp claws and a vicious bite on any creature they are in combat with as well as being able to attack any target within five metres with their skewer like tail.

DEMON. Stalker Demon

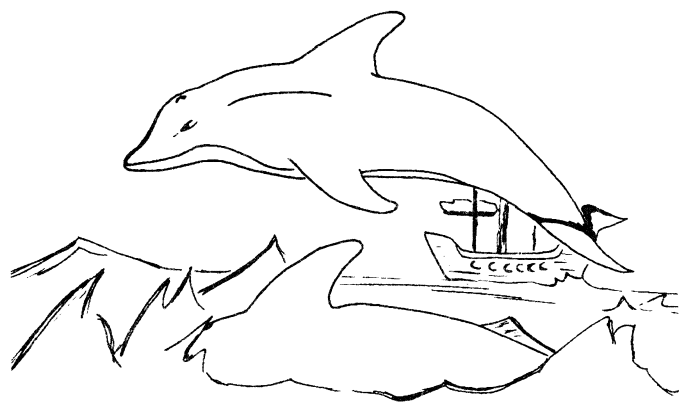
Level: 5 Hit Points: 40
 Karma Influence: 50% Armour: 80
 Power: 15 Dodge: 25%,-25%
 Intelligence: 15 Damage Bonus: 4
 Mobility: 18 Combat Strength: 80
 Size: 15 (3.0m) Encounter Group: 1-2
 Special: leap 25m, spell use, surprise 1-4, 30% manna resistance
 Combat Details: 2 * 105% - claw 1d8 + 4



Stalker Demons appear as large, stooped, scaly humanoids with massive and powerful legs. They have scraggy hair and green penetrating eyes and will attack all life forms relentlessly. They are able to conceal themselves well in any terrain, gaining their surprise advantage of 1-4 with 1d6. They feed on humanoid flesh, particularly Humans and visit the Natural World to feed, often taking live victims back with them to consume at a later date. They are able to cast a MANTLE OF OBSCUREMENT spell once per day and can also cause darkness in a thirty metre radius sphere once per day.

DOLPHIN

Level: 2 Hit Points: 12
 Karma Influence: 35% Armour: 10
 Power: 10 Dodge: 10%,10%
 Intelligence: 9 Damage Bonus: 1
 Mobility: 0/0/15 Combat Strength: 23
 Size: 8 (1.6m) Encounter Group: 4-24

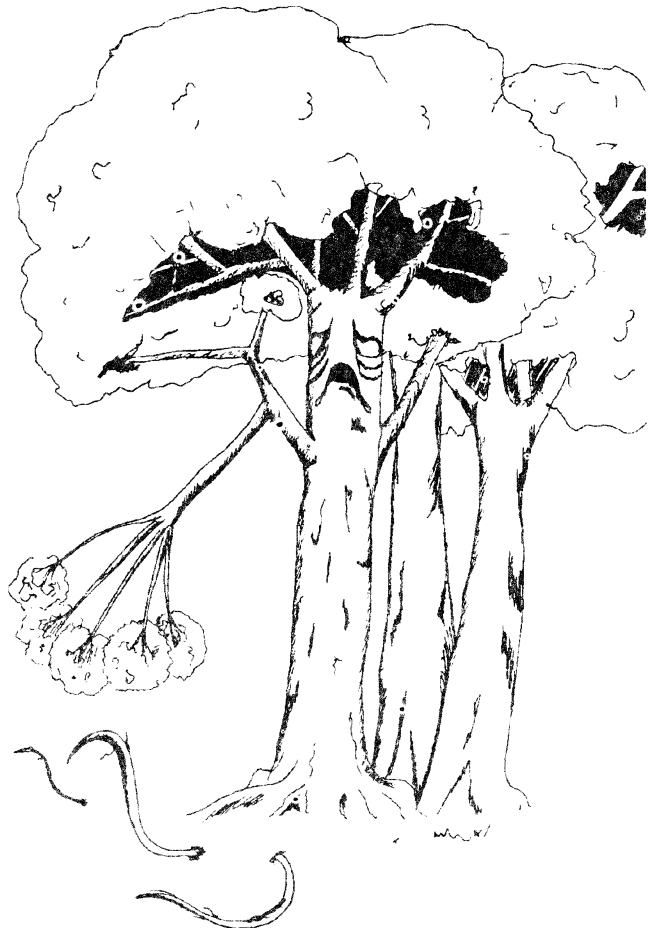


Special: 100% - charge 1d8 + 1
Combat Details: 80% - bite 1d4

Dolphins are mammal fish living in warm waters in any clime. They are very intelligent and are able to communicate well amongst each other. They are friendly creatures but will attempt to flee if seriously threatened. They are able to charge into opponents with 100% chance of success causing 1d8+1 hit points of damage. They often come to the aid of drowning creatures, towing them to safety.

DOOM TREE

Level: 3	Hit Points: 35
Karma Influence: 40%	Armour: 80
Power: 2	Dodge: 0%,-25%
Intelligence: 3	Damage Bonus: 3
Mobility: 1	Combat Strength: 67
Size: 15 (3.0m)	Encounter Group: 2-12



Special: surprise 1-5
Combat Details: 2 * 75% - club for 1d6 + 3

Doom trees are trees that have a vague awareness. They appear as any normal type of tree and cannot be detected as special until they reveal their true nature, by attacking etc., or unless a REVELATION spell is used. They are found in any place where there are normal trees. Doom Trees will always be encountered in a group but various groups will not co-operate unless under the direction of a TREEHERD. Generally, Doom Trees are not particularly hostile unless they or the trees surrounding them are threatened. In this case they will attack without mercy. Using dead wood for a fire is not considered a threat but the fire itself may be, if it becomes too large. All Doom Trees are afraid of fire and will keep away from it if possible. There are groups of Doom Trees that live in very isolated areas, e.g. deep in forests or high on mountain slopes, and have had little contact with humans. These have been known to attack without provocation.

Dragons

The race of dragon kind is widely varied in appearance, abilities, and disposition. Not all are the typical fire breathing, heavily-scaled monsters that devour mighty warriors and hoard vast stores of treasure. These however, are possibly the most common types.

Due to their incredibly long natural life expectancy (over 500 years) they progress in strength as they grow. They grow through three phases of ability as follows:

1-50 years	hatchling
51-400 years	mature
401 - years	ancient

Most dragons have a special ability known as a Dragon Blast. For all except the SKY DRAGON this blast is a breath weapon of some form, be it fire, gas, steam, or frost. This weapon can not be used every round but only at certain intervals described individually for each dragon type. The breath blasts from the mouth of a dragon filling an area with dimensions dependent upon the age of the dragon as follows:

hatchling - 15 cubic metres to 1500 cubic metres
maximum dimension 15 metres
minimum dimension 1 metre
e.g. 15m*10m*10m
mature - 120 cubic metres to 6000 cubic metres
maximum dimension 30 metres
minimum dimension 2 metres
e.g. 30m*20m*10m
ancient - 200 cubic metres to 30000 cubic metres
maximum dimension 50 metres
minimum dimension 2 metres
e.g. 50m*30m*20m

Some dragons have an innate ability to use manna and have therefore usually learnt several spells during their lifetime. They can cast each of these spells once every day, regaining them at sunrise. Typical spells are listed here but others may be generated randomly. A dragon can not use a spell that is of a level equivalent to, or higher than the dragon's level. Thus the only dragons able to use the

POWER WORD spell would be mature or ancient MOUNTAIN DRAGONS or ancient ICE DRAGONS.

SPELL	LEVEL	SPELL	LEVEL
Compulsion	1	Idea Insinuation	3
Darkness	1	Confusion	4
Body Stasis	2	Creature Companion	5
Eyes of Seeing	2	Illusion 4	7
Blindness	3	Power Word	8

Dragons that can speak will generally be able to speak the three main humanoid languages, i.e. Human, Elven, and Dwarven. They may also be able to speak other languages depending upon the environment in which they live, perhaps speaking Goblin if they live near Goblin populations etc.

All mature and ancient fire-breathing and/or flying dragons have an ability to cause fear in all creatures that they encounter, that have a current power less than ten and are within fifty metres of the dragon. The creatures involved will be affected as by the spell FEAR and are allowed a Karma Influence. If they are successful with their Karma Influence then all abilities are reduced by one third but they need not flee or cower. Creatures allied with the dragon attempt their Karma Influence at +30% and if successful are not reduced in ability at all.

Fire breathing dragons are immune to extremes of heat including magical heat such as a FIRE BURST. ICE and SNOW dragons are immune to cold based attacks.

DRAGON. Ice Dragon

Level: 7	Hit Points: 35
Karma Influence: 60%	Armour: 80
Power: 10	Dodge: 50%,-25%
Intelligence: 15	Damage Bonus: 4
Mobility: 12/9	Combat Strength: 131
Size: 50 (10.0m)	Encounter Group: 1-6



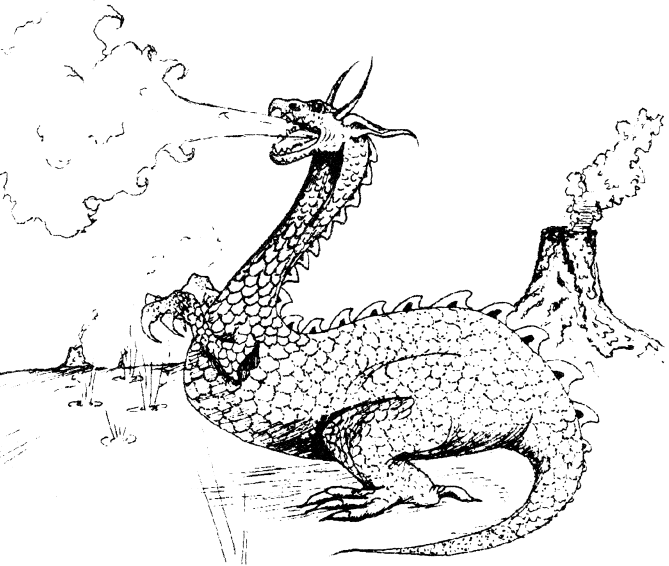
Special: surprise 1-3, breath - frost 4d6, 2 spells
Combat Details: 2 * 145% - claw 2d6 + 4, 155% - bite 3d6

Ice Dragons appear as great lizards with bat like wings, small front claws and massive rear legs and can be found in any alpine or arctic mountainous area prevalent with strong winds. They are able to breathe frost once per round up to three times before having to refuel, which is done by eating ice, snow or frigid rock and takes one hour. They are second only in strength to the great Mountain Dragons. Only 35% of Ice Dragons are able to speak but all are able to cast spells. They are fierce predators, hunting any living creatures within their domain. They are also extremely materialistic, hording wealth and magical items. They are often seen sitting on their haunches on an icy peak, waiting for prey. They have superior vision and when attacking from above gain their surprise advantage.

Mature/Ancient - level 8/9, hit points 55/75, size 75/100, Karma Influence 65%/70%, power 20/30, attack% 2*170%,180%/2*195%,205%, claw 2d6 + 4/2d8 + 4, breath 6d6/8d6, spells 4/6, combat strength 159/188

DRAGON. Lava Dragon

Level: 6	Hit Points: 40
Karma Influence: 55%	Armour: 120
Power: 10	Dodge: 0%,-25%
Intelligence: 16	Damage Bonus: 4
Mobility: 9	Combat Strength: 132
Size: 25 (5.0m)	Encounter Group: 1-6
Special: breath - fire 3d6, 2 spells	
Combat Details: 2 * 120% - claw 1d8 + 6, 130% - bite 3d6	



Lava Dragons appear as huge lizards with horned heads and heavy, plated scales. They are only found in very hot climes such as volcanic areas or arid desert landscapes. They are able to breathe fire once every ten rounds and can breathe three times before having to replenish themselves. They do this by eating volcanic rock or desert sand which is converted into volatile gases in a special stomach and takes one hour. They are highly intelligent and there is a 75% chance that they will be able to speak the local Human tongue. They will know two spells. They are aware of the value of items and are materialistic in their greed.

Mature/Ancient - level 7/8, hit points 50/60, size 50/75, Karma Influence 60%/65%, power 15/20, attack% 2*145%, 155%/2*170%, 180%, claw 2d6 + 4/2d6 + 4, breath 4d6/6d6, spells 4/6, combat strength 150/168

DRAGON. Mist Dragon

Level: 4 Hit Points: 15
 Karma Influence: 45% Armour: 40
 Power: 15 Dodge: 30%, 0%
 Intelligence: 20 Damage Bonus: 1
 Mobility: 15/21/9 Combat Strength: 71
 Size: 10 (2.0m) Encounter Group: 1-6
 Special: breath - sleep gas 6d10 rounds. non-corporeal at will. 3 spells.
 Combat Details: 2 * 80% - claw 1d8 + 1, 90% - bite 2d6

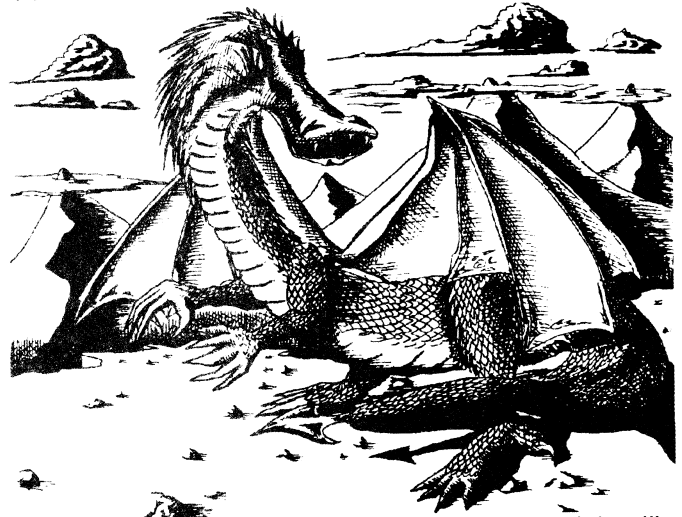


Mist Dragons appear as large white muscular cats with golden eyes. They have no materialistic values. They generally travel as a cloud of mist, often mingling with other clouds and fog. They have 130% dodge and can only be hit by magical weapons when in this form. They can be found in any area and roam the world observing life. They can use their Dragon Blast three times every day, their gaseous breath causing any air-breathing creature to fall asleep for 6d10 rounds. A successful Karma Influence attempt means the victim is only slowed for six rounds, as a DROWSINESS spell. All Mist Dragons can speak the local Human tongue and probably many other languages as well. They know three spells and rarely engage in physical combat, being peaceful in nature. They will attempt to protect all forms of nature from senseless destruction.

Mature/Ancient - level 5/6, hit points 20/25, dodge 55%,-25%, size 15/20, Karma Influence 50%/55%, power 16/17, attack% 2*95%, 115%/2*120%, 130%, claw 1d8 + 1/1d8 + 3, breath 12d10/18d10, spells 6/9, combat strength 81/95

DRAGON. Mountain Dragon

Level: 8 Hit Points: 40
 Karma Influence: 65% Armour: 80
 Power: 10 Dodge: 50%,-25%
 Intelligence: 20 Damage Bonus: 4
 Mobility: 12/21/3 Combat Strength: 144
 Size: 50 (10.0m) Encounter Group: 1-6
 Special: surprise 1-3, breath - fire 4d6, 3 spells
 Combat Details: 2 * 170% - claw 2d6 + 4, 180% - bite 3d6



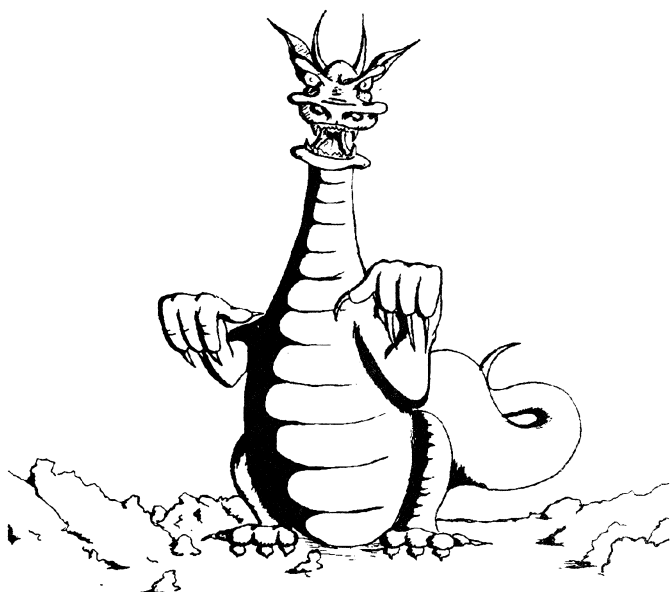
Mountain Dragons appear as great lizards with bat-like wings, small front claws and massive rear legs and can be found in any non-alpine or non-arctic mountainous area that experiences strong winds. They are able to breathe fire once per round up to three times before having to refuel, which is done by eating vegetation and takes one hour. They are the most fierce of all dragons and any creatures with a current power of fewer than eight subtract 10% from their Karma Influence against dragon fear. All Mountain Dragons are able to speak and cast spells. They are fierce predators and enjoy humanoid flesh immensely. They are also extremely materialistic, hoarding wealth and magical items. They are often seen sitting on their haunches above a cliff, waiting for prey. They have superior vision and when attacking from above gain their surprise advantage.

Mature/Ancient - level 9/10, hit points 60/80, size 75/100, Karma Influence 70%/75%, power 20/30, attack% 2*195%, 205%/2*220%, 230%, claw 2d8 + 4/2d8 + 4, breath 6d6/8d6, spells 6/9, combat strength 173/201

DRAGON. Rock Dragon

Level: 6 Hit Points: 40
 Karma Influence: 55% Armour: 100
 Power: 7 Dodge: 0%,-25%
 Intelligence: 10 Damage Bonus: 4
 Mobility: 9 Combat Strength: 122
 Size: 50 (10.0m) Encounter Group: 1-6
 Special: breath fire 3d6
 Combat Details: 2 * 120% - claw 1d8 + 6, 130% - bite 3d6

Rock Dragons appear as giant lizards with horned heads and heavy, plated scales and live in reasonably dry, rocky areas. They can breathe fire once every ten rounds and are able to breath three times before having to refuel. They do this by consuming quantities of coal or fossil rock which they convert into volatile gases in a special stomach over a period of one hour. Although these dragons have no concept of magic, there is a 25% chance that any Rock



Dragon encountered will be able to speak the local Human tongue. They are aware of the value of items and are very materialistic in their greed.

Mature/Ancient - level 7/8, hit points 50/60, size 100/150, Karma Influence 60%/65%, power 10/13, attack% 2*145%, 155%/2*170%, 180%, claw 2d6 + 4/2d6 + 4, breath 4d6/6d6, combat strength 140/158

DRAGON. Sand Dragon

Level: 4	Hit Points: 20
Karma Influence: 45%	Armour: 60
Power: 3	Dodge: 45%,-25%
Intelligence: 7	Damage Bonus: 2
Mobility: 9	Combat Strength: 56
Size: 15 (3.0m)	Encounter Group: 1-6

Special: breath fire 3d6

Combat Details: 2 * 80% - claw 1d4 + 2, 90% - bite 2d6



Sand Dragons appear as large serpents with small fore claws and only stubs where the rear claws would normally be. The claws are not used in movement. These dragons be found in any dry sandy area or where the soil is loose or pebbly. They can breathe fire once every ten rounds with a maximum of three breaths before they have to replenish themselves, which takes one hour. They create volatile gases in a sack in their throat which burst into flame when they come into contact with the air. They are able to burrow with their normal mobility in sandy, pebbly or soft soiled areas and generate their gases from the silicon in the sand or rocks. Though not highly intelligent, they are very cunning and will often stalk prey and await an opportunity to attack with surprise. Fifty percent of Sand Dragons can speak the local Human tongue. They are greedy and lair in burrows where they often store any wealth accumulated.

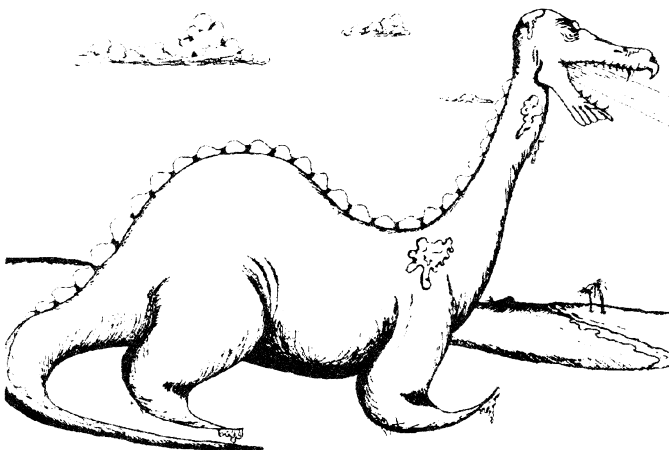
Mature/Ancient - level 5/6, hit points 25/30, size 20/25, Karma Influence 50%/55%, power 6/9, attack% 2*95%, 105%/2*120%, 130%, claw 1d4 + 2/1d6 + 2, breath 4d6/6d6, combat strength 61/66

DRAGON. Sea Dragon

Level: 5	Hit Points: 40
Karma Influence: 50%	Armour: 80
Power: 15	Dodge: 0%,-25%
Intelligence: 18	Damage Bonus: 4
Mobility: 6/0/18	Combat Strength: 103
Size: 50 (10.0m)	Encounter Group: 1-6

Special: breath steam 3d6

Combat Details: 2 * 95% - flipper 1d8 + 4, 105% - bite 2d6



A Sea Dragon has a long neck, a rounded body, four large, powerful flippers and a long tail with slimy skin. They are only found in or near large bodies of water. They can breathe a blast of steam once every round and can use this Dragon Blast up to three times before having to refuel; a one hour exercise. They generate the steam in a second stomach where they store kelp, sea weed and water. Though water going, they are air-breathing and thus are found near the surface. They are intelligent and can communicate with whales. They will always go to the assistance of a whale in distress. They cannot speak and cannot use magic. Although they will sometimes befriend humans, they often take a dim view of fishing villages and large ships.

Mature/Ancient - level 6/7, hit points 50/60, size 100/150, Karma Influence 55%/60%, power 20/25, attack% 2*120%, 130%/2*145%, 155%, flipper 1d8 + 6/2d6 + 4, breath 4d6/6d6, combat strength 122/140

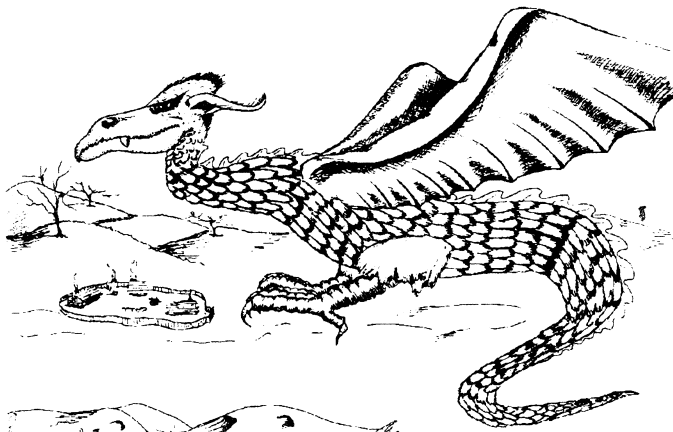
DRAGON. Sky Dragon

Level: 4	Hit Points: 20
Karma Influence: 45%	Armour: 40
Power: 5	Dodge: 55%,-25%
Intelligence: 12	Damage Bonus: 2
Mobility: 12/24	Combat Strength: 76
Size: 25 (5.0m)	Encounter Group: 1-6

Special: lightning bolt 3d6

Combat Details: 2 * 80% - claw 1d8 + 2, 90% - bite 1d10

Sky Dragons appear as large feathered serpents with great wings and powerful beaks and claws. They are found in practically any clime and are one of the several types of dragon able to maintain sustained flight. They are able to fire a lightning bolt once every ten rounds. This lightning bolt is generated from static electricity that is formed from



the dragons' feathers passing through the air and stored in a pouch under their chin. One round of flight is required to charge the pouch and only enough energy for one bolt is able to be stored. Though intelligent, Sky Dragons are unable to speak or cast spells. These creatures are sometimes known as False Dragons as their Dragon Blast is not a breath, as is the case with most other dragons.

Mature/Ancient - level 5/6, hit points 30/40, size 30/40, Karma Influence 50%/55%, power 7/9, attack% 2*95%,105%/2*120%,130%, claw 1d8 + 2/1d8 + 4, lightning bolt 4d6/6d6, combat strength 91/110

DRAGON. Snow Dragon

Level: 5 Hit Points: 20
Karma Influence: 50% Armour: 50
Power: 8 Dodge: 45%,-20%
Intelligence: 18 Damage Bonus: 3
Mobility: 15 Combat Strength: 84
Size: 15 (3.0m) Encounter Group: 1-6
Special: surprise 1-4. breath frost 3d6. 2 spells.
Combat Details: 2 * 95% - claw 1d8 + 3, 105% - bite 1d8



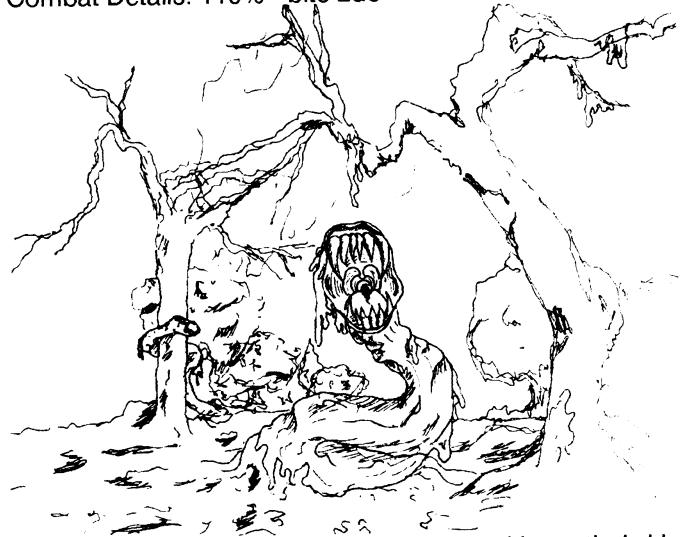
A Snow Dragon resembles a combination of a large white otter and a Polar Bear with powerful foreclaws and huge teeth. They can be found in any cold clime and particularly enjoy snow, often seen frolicking in new snow falls. They are able to breathe a cone of frost once every ten rounds. They create a volatile gas internally which they store in a special stomach. This gas freezes when it comes into contact with air and is created by eating frozen vegetation and snow. There is a 75% chance that any Snow Dragon will be able to speak the local Human tongue and they are able to cast two spells. They are able to hide very well in snow, giving their exceptional surprise ability in these conditions. Although powerful, they are mostly mischievous and will play with humans rather than slay them.

Mature/Ancient - level 6/7, hit points 30/40, size 20/25, Karma Influence 55%/60%, power 12/16, attack%

2*120%,130%/2*145%,155%, claw 1d8 + 5/2d6 + 3, breath 4d6/6d6, spells 4/6, combat strength 103/121

DRAGON. Swamp Dragon

Level: 4 Hit Points: 25
Karma Influence: 45% Armour: 60
Power: 2 Dodge: 20%,0%
Intelligence: 10 Damage Bonus: 1
Mobility: 12/0/12 Combat Strength: 61
Size: 10 (2.0m) Encounter Group: 1-6
Special: breath - poisonous gas 1d8
Combat Details: 110% - bite 2d6



Swamp Dragons appear as slimy eels with mottled skin and are found only in swampy or marshy areas in either salt or fresh water environments. They can breathe a blast of poisonous gas once per round and are able to use this Dragon Blast three times before having to replenish themselves by eating rotten vegetation from the swamp. The vegetation is then transformed into the poisonous gas in a second stomach, taking one hour. They are able to swim with ease and can even swim through mud and quicksand. They are also agile and competent climbers. They have no claws and attack with a bite only. They are unable to speak or cast spells.

Mature/Ancient - level 5/6, hit points 30/35, dodge 45%,-25%, size 20/30, Karma Influence 50%/55%, power 4/6, attack% 125%/150%, breath 2d8/3d8, combat strength 66/71

DRAGON. Dragon Lord

Level: 4 Hit Points: 20
Karma Influence: 45% Armour: 70
Power: 12 Dodge: 10%,10%
Intelligence: 14 Damage Bonus: 4
Mobility: 15/12 Combat Strength: 87
Size: 8 (1.6m) Encounter Group: 1-6
Special: breath - fire 1d6
Combat Details: (2 * 80% - claw 1d8 + 2, 90% - bite 1d8) or (110% - by weapon type)

A Dragon Lord is a special dragon that can change its form to that of a human. They live in semi-populated or unpopulated areas. When in Dragon form they resemble scaly humanoids with leathery wings but appear as normal humans when in their human form. They are able to perform their shape shift three times per day and are able to remain in the chosen form as long as they wish. They are also able



to breathe fire using a special stomach where they develop volatile gases produced from eating wood. In human form, a Dragon Lord is able to use all types of hand weapons and wear armour. They are particularly greedy and love to dominate humans.

Mature/Ancient - level 5/6, hit points 25/30, dodge 45%,-25%, size 20/30, Karma Influence 50%/55%, power 14/16, attack% 2*95%,105% or 125%/2*120%,130% or 150%, claw 1d8 + 2/1d8 + 4, breath 2d6/3d6, combat strength 97/111

DWARF

Level: 5	Hit Points: 12
Karma Influence: 50%	Armour: 60
Power: 9	Dodge: 25%
Intelligence: 10	Damage Bonus: 2
Mobility: 12	Combat Strength: 50
Size: 7 (1.4m)	Encounter Group: 2-8
Special: nil	
Combat Details: 125% - 1d8 + 4 or by weapon type	

A Dwarf is a short, stocky humanoid with broad shoulders, a well muscled body and a rough complexion. As part of Dwarven tradition and culture all male Dwarves grow a beard which is often plaited and decorated with jewels or strands or flecks of precious metals. Female Dwarves appear similar to the males except for the beard. They abide in rocky and mountainous terrain, living in caves. These caves are not dark and dank but bright, though often solemn as is the nature of a Dwarf. They are a race similar in culture but not in history to humans. When encountered outside their homes they will be wearing ring mail armour and will usually be carrying some form of war axe or hammer and a light or heavy crossbow. They are a very sturdy race of high constitution and strength which enables them to mine and delve deep within rugged mountain areas and sustain long hard marches. They rarely ride steeds but will usually have a small cavalry unit



mounted on Giant Boars which are bred for such purposes. As a character they are unlimited in achievement but in general they shun magic and there will never be a Conjurer or Mind Mage in any clan. Clerics do, however, exist. They have enhanced night vision and are excellent miners.

EAGLE. Giant Eagle

Level: 5	Hit Points: 35
Karma Influence: 50%	Armour: 60
Power: 15	Dodge: 45%,-25%
Intelligence: 12	Damage Bonus: 2
Mobility: 3/21	Combat Strength: 102
Size: 50 (10.0m)	Encounter Group: 2-8
Special: dive, screech, dodge when flying 75%,-25%	
Combat Details: 2 * 95% - claw 1d8 + 2, 105% - bite 2d6	

Giant Eagles are only found in mountainous areas. They have wingspans of up to ten metres and are greatly feared as they will dive to the attack using their two claws to rake their victims, gaining an extra 50% on each of these attacks.

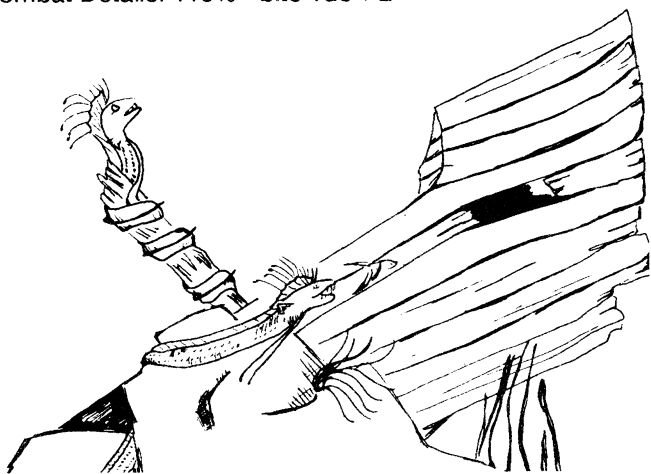


They must start this dive from at least 150m in the air. If they score a hit with both claws in any round, they are able to lift their victims into the air and fly away in the next round. They are able to lift creatures as large as a normal horse. When on the ground these Eagles have 45% Melee Dodge but have 75% Melee Dodge when airborne. They are only able to use their beaks to attack when on the ground. They are very nimble fliers and are able to dive from a height of up to 500m straight down. They are particularly susceptible to fire and suffer one extra point of damage per damage dice from all fire based attacks. Once every ten rounds, Giant Eagles are able to screech loudly, causing all creatures within twenty metres, with a current power of less than 8, to become instantly stunned for 2d4 rounds. Stronger creatures must perform a successful Karma Influence or be stunned for a similar period of time. A successful attempt means that the victim forgoes all remaining initiative for the current round. Other Giant Eagles and Griffons are not affected. This screech is often used to allow the Eagles to break freely from combat and escape into the air if sorely pressed.

EEL. Electric Eel

Level: 4	Hit Points: 15
Karma Influence: 45%	Armour: 20
Power: 4	Dodge: 35%, -15%
Intelligence: 3	Damage Bonus: 0
Mobility: 0/0/12	Combat Strength: 31
Size: 13 (2.6m)	Encounter Group: 1-6

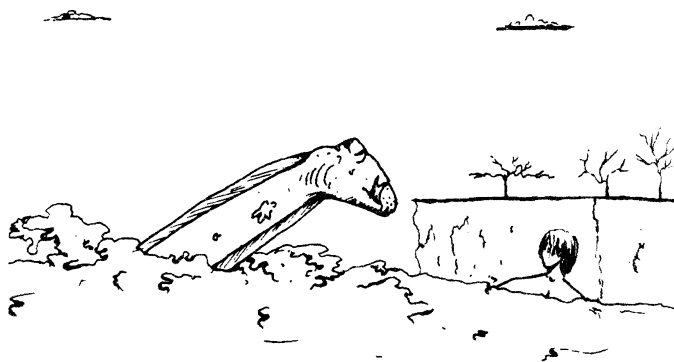
Special: electric shock 2d6
 Combat Details: 110% - bite 1d6 + 2



Electric Eels are a silvery blue in colour and have sharp teeth used to devour their prey. They can be found in any body of salt water and are able to release a charge of electricity from their body once every ten rounds. This will cause 2d6 hit points of damage to any creature (except the eel or other Electric Eels) in the water within thirty metres of the eel. They are aggressive predators attacking any creature that comes near them if they are hungry. They will release their charges if threatened.

EEL. Giant Eel

Level: 2	Hit Points: 10
Karma Influence: 35%	Armour: 10
Power: 2	Dodge: 45%, -25%
Intelligence: 2	Damage Bonus: 0
Mobility: 0/0/12	Combat Strength: 21
Size: 25 (5.0m)	Encounter Group: 1-2



Special: constriction
 Combat Details: 80% - bite 1d6 + 2

Giant Eels are generally blue/grey or brown in colour and have extremely sharp teeth and powerful jaws. There are two forms of giant eel. One lives in salt water and the other in fresh water. If a Giant Eel scores damage on an opponent's body it will lock its jaws onto the victim and then wind its body around the victim causing 1d4 hit points of constricting damage directly on the victim's body each round until the victim or the eel is dead. No constriction damage will be taken, however, if the victim is wearing a full suit of plate armour.

ELEMENTAL SPIRIT. Air, Earth, Fire, Water

Level: 3	Hit Points: 20
Karma Influence: 40%	Armour: 0
Power: 10	Dodge: 25%, 25%
Intelligence: 10	Damage Bonus: 0
Mobility: 15	Combat Strength: 36
Size: 5 (1.0m)	Encounter Group: 1-6

Special: all except Elemental Earth Spirits negate armour effects

Combat Details: 95% - 1d6



Elemental Spirits, Air, Earth, Fire, and Water, are vaguely humanoid in form and are made of the material of their element. When in the Natural World they are unable to move further than fifty metres from a large amount of their element; therefore Air Elementals are free to roam. They are always friendly towards creatures that live in their

element and have no enmity towards other creatures unless they or the creatures of their element are threatened. They often enter into bargains with creatures to protect those in their care. They can only be hit by magical weapons and cause damage appropriate to their element, e.g. an Air Elemental will cause buffeting damage while a Fire Elemental will cause fire damage. Earth Spirits have no melee dodge, this value is their armour score.

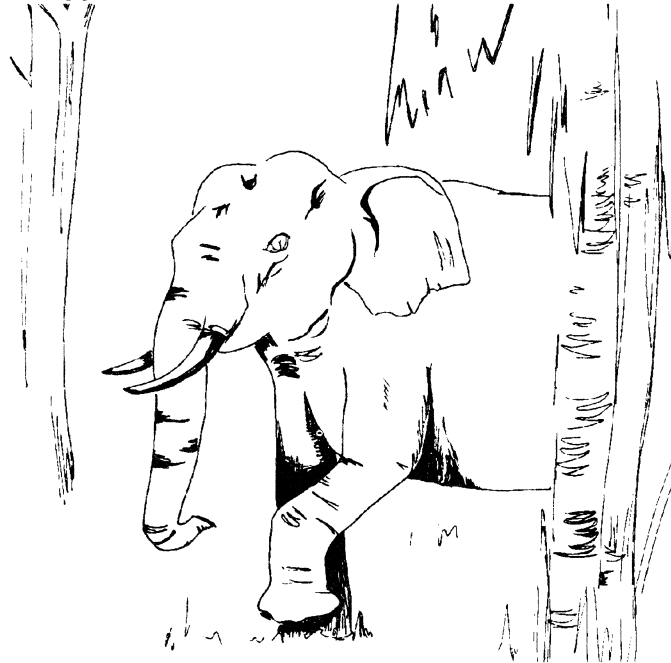
Greater Elementals - Level 6, encounter group 1, hit points 40, dodge 85%,-25%, size 15, Karma Influence 55%, intelligence 20, attack 150%, damage 3d6, Speak the local Human tongue, combat strength 60

ELEPHANT

Level: 5	Hit Points: 40
Karma Influence: 50%	Armour: 50
Power: 4	Dodge: 0%,-25%
Intelligence: 6	Damage Bonus: 2
Mobility: 12	Combat Strength: 57
Size: 30 (6.0m)	Encounter Group: 5-25

Special: charge, trample

Combat Details: 2 * 95% - tusks 1d8 + 2, 105% - trample 4d6



Elephants can be found in any warm clime, on plains or amongst low foothills. The herd generally consists of between four and twenty-four elephants plus one bull elephant. Young elephants are able to be trained as steeds of burden and war. In combat they usually attack with their two tusks. They are also able to trample victims that are in front of them. A Bull elephant's initial attack is usually a charge and causes double damage with each tusk. An elephant's tusks are worth approximately 250 gold coins each.

ELF

Level: 5	Hit Points: 10
Karma Influence: 50%	Armour: 80
Power: 10	Dodge: 20%,5%
Intelligence: 15	Damage Bonus: 1
Mobility: 15	Combat Strength: 58
Size: 9 (1.8m)	Encounter Group: 1-6

Special: enhanced night vision

Combat Details: 125% - 1d8 + 2 or by weapon type



Elves are a race similar to Humans with the same general appearance, although somewhat slither with pointed ears and fair complexions. When encountered outside their towns and cities they will be wearing specially made chain mail armour that does not affect their mobility. They generally use long swords and long bows in combat. They have enhanced night vision which enables them to see well at night and in dark places. They generally live in forests, in towns and cities constructed by the culturing of large trees that have been coaxed to grow into houses and pathways etc. Elves are capable of progressing in all character class areas and also to progress to all levels of character attainment.

EYE KILLER

Level: 7	Hit Points: 40
Karma Influence: 60%	Armour: 80
Power: 10	Dodge: 40%,0%
Intelligence: 15	Damage Bonus: 0
Mobility: 12	Combat Strength: 93
Size: 10 (2.0m)	Encounter Group: 1-2

Special: petrification

Combat Details: 175% - energy bolt 2d6

Eye Killers appear as large skeletal humans with burning red eyes. They are not, however, undead creatures and can not be turned. They can be found in desolate areas, both underground or above the surface. Their only attack mode is a bolt of energy fired from their eyes once per round. This bolt is treated as a fast projectile. It causes 2d6 points of damage and if the bolt breaches armour and strikes flesh, a Karma Influence must be attempted. If unsuccessful, the area hit (chest, fore arm etc.) will be turned to stone. If this is a major body area such as the head or chest, the victim dies. If the area struck is an arm



or leg etc. then a REGENERATE spell may be used to heal the victim.

FAMILIAR

Level: 2
Karma Influence: 35%
Power: 8
Intelligence: 9
Mobility: 12/12/12
Size: 3 (.6m)
Special: telepathy with master
Combat Details: 80% - bite 1d4

Hit Points: 8
Armour: 20
Dodge: 15%, 35%
Damage Bonus: 0
Combat Strength: 34
Encounter Group: 1

Familiars are those creatures able to be summoned by Conjurers and Druids to enhance their powers. When the appropriate spell is cast and the familiar arrives, it bestows the summoner with certain abilities and an unbreakable bond of loyalty and friendship is established. The abilities listed in parenthesis are those bestowed upon the caster.

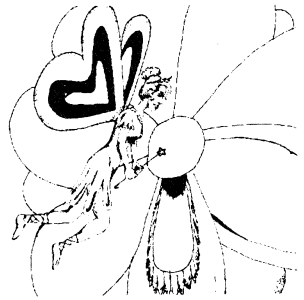
CORAN - Corans appear as large crows with golden eyes. They have (excellent vision and enhanced night vision). They can fly and swim and are fond of shiny objects, often stealing such objects.



DRAGONLING - These appear as winged serpents, their only movement mode being flight. They are (immune to Dragon fear) and can (communicate with all forms of Dragons).



FAIRY - These small beautiful women (charisma 18) with golden wings are able to fly or walk. They can (speak Elven and have empathy with all creatures within 100m radius).



MIDGIE - These small twisted men with pointed ears and tails can (speak the Elven and Goblin languages and regenerate 1 hit point per round). They can swim and walk.



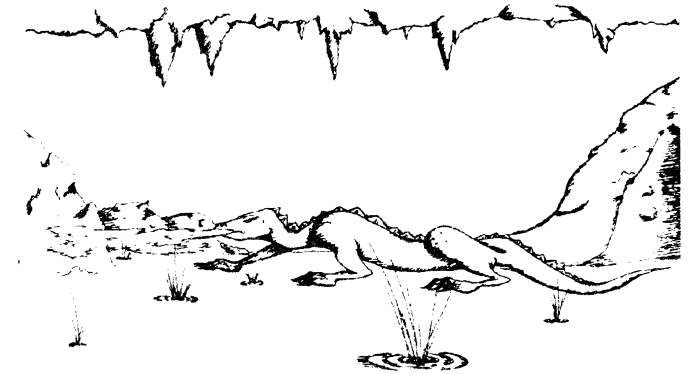
SHADOW CAT - Shadow Cats appear as large black cats. They have (enhanced night vision, excellent sight, hearing, and smell and thus have surprise time reduced by 1 round). They can only walk.



FIRE DRAKE

Level: 4
Karma Influence: 45%
Power: 6
Intelligence: 4
Mobility: 9
Size: 20 (4.0m)
Special: breath - fire 2d6. immune to fire attacks.
Combat Details: 2 * 80% - claw 1d8 + 2, 90% bite 2d8

Hit Points: 30
Armour: 30
Dodge: 35%, -25%
Damage Bonus: 2
Combat Strength: 48
Encounter Group: 2-6



Fire Drakes are huge lizards with powerful shoulders and jaws. They have coppery-coloured, scaled hides and are able to breathe fire once per round. If they decide to breathe fire then they are unable to bite or claw at an opponent. Their fiery breaths are very narrow, only able to hit a single target but have a range of twenty metres. They live in underground caverns usually very deep beneath the surface in warm areas near volcanic activity or lava flows. They are immune to heat and fire-based attacks and build their nests similar to rounded huts by moulding loose stones and rocks together.

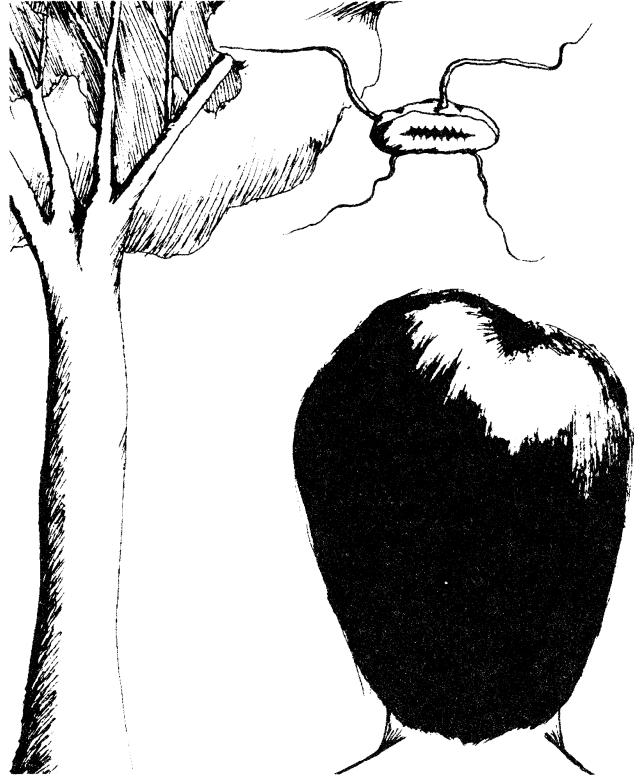
FLESH SEEKER

Level: 3
 Karma Influence: 40%
 Power: 6
 Intelligence: 2
 Mobility: 1/15
 Size: 1 (0.2m)

Hit Points: 15
 Armour: 30
 Dodge: 0%,45%
 Damage Bonus: 0
 Combat Strength: 45
 Encounter Group: 1-3

Special: nil

Combat Details: 90% - bite 1d6 + 2



Flesh Seekers are small, flat, disc-shaped creatures with four small but strong tentacles. They have very tough leathery hides and very sharp, powerful teeth on their undersides. They are generally nocturnal creatures and live amongst thick foliage during the day. At night they launch themselves from their hide in tall trees and glide through the air, contracting muscles to provide lift and giving a flapping motion. They search out prey with their keen sense of smell as they have no visual sense. When they attack, they grasp their prey with their four tentacles. This attack is at 90% and it is considered to be a slow projectile. If the attack succeeds, the tentacles will have grasped a victim and the teeth will then start their work, automatically biting the victim for 1d6 + 2 hit points. They will only release their victim when they are dead or have sated their hunger.

FLURRY BALL

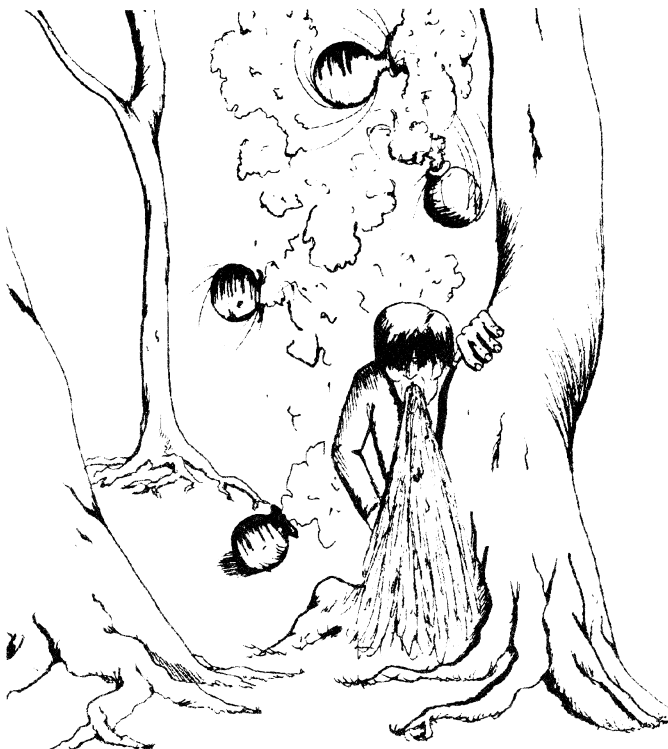
Level: 1
 Karma Influence: 30%
 Power: 1
 Intelligence: 0
 Mobility: 6
 Size: 1 (0.2m)

Hit Points: 5
 Armour: 0
 Dodge: 0%,45%
 Damage Bonus: 0
 Combat Strength: 20
 Encounter Group: 2-8

Special: foul odour

Combat Details: nil

These small balls are actually a type of fungus. They are usually brown in colour and appear as small inflated balloons. They are found in any area of vegetation but often proliferate in damp areas such as rainforests or



underground caverns. If they are bumped or disturbed they will expel a gas from a small funnel-like appendage. This will cause them to launch into the air and flutter about in a seemingly uncontrolled fashion. The odour of the gas that they expel is almost unbearable. Any creature within ten metres of a Flurry Ball when it releases this gas must perform a successful Karma Influence or be unable to do anything for ten rounds due to uncontrollable vomiting and retching caused by the foul odour of the gas. The Flurry Ball will flutter about for two rounds and then settle back to the ground. It will not be able to exhale more gas for a further hour. The gas that is exhaled will dissipate in ten rounds, sooner if a breeze or wind is blowing.

FOG MONSTER

Level: 2
 Karma Influence: 35%
 Power: 2
 Intelligence: 8
 Mobility: 12
 Size: 5 (1.0m)

Hit Points: 8
 Armour: 20
 Dodge: 10%,25%
 Damage Bonus: 0
 Combat Strength: 29
 Encounter Group: 1-2

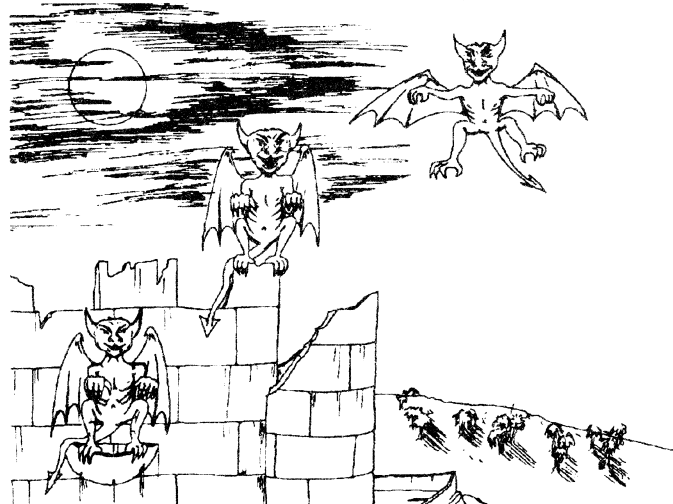


Special: pilfer 60%, fearful bellow, fog cloud
 Combat Details: 80% - bite 1d6

Fog Monsters appear as humanoid shaped frogs with grey flesh and sharp teeth, abiding in remote areas, usually in small dells or caverns. They are generally cowardly of nature and they are able to create an extremely thick cloud of fog similar to a FOG spell in their lairs, in which the creature is only 10% detectable. When creatures move into this fog the Fog Monster will attempt to pick their pockets, or pilfer small objects out of packs or off belts etc. Every ten rounds the monster is able to bellow a hideous cry and anyone within the fog must retreat from the fog due to fear unless a successful Karma Influence is performed.

GARGOYLE

Level: 4
 Karma Influence: 45%
 Power: 12
 Intelligence: 8
 Mobility: 9/21
 Size: 7 (1.4m)
 Hit Points: 15
 Armour: 80
 Dodge: 15%, 15%
 Damage Bonus: 3
 Combat Strength: 91
 Encounter Group: 2-12
 Special: surprise 1-3, magical weapons to be hit.
 Combat Details: 2 * 80% - claw 1d8 + 3, 90% bite 1d4



A Gargoyle is a mythical creature that appears as a small twisted humanoid with horned and barbed limbs and bat like wings. Its mouth is full of razor sharp teeth. They can be found in any deserted or dark buildings and are able to blend in with any stone structure with a 90% chance of being undetectable by normal sight. When attacking from this concealment they achieve surprise on a 1-3 chance. They are agile climbers (200%) and have enhanced night vision as well as normal vision. Any stone building with stone gargoyles is 80% likely to attract passing Gargoyles to lair there. Gargoyles are evil by nature and can be held at bay with a RIGHT OF MARTYRDOM spell.

GIANT. Cyclops

Level: 8
 Karma Influence: 65%
 Power: 15
 Intelligence: 9
 Mobility: 12
 Size: 40 (8.0m)
 Hit Points: 50
 Armour: 80
 Dodge: 0%,-25%
 Damage Bonus: 4
 Combat Strength: 82
 Encounter Group: 1
 Special: nil
 Combat Details: 2 * 180% - fist 2d6 + 4

These massive humanoids begrudge all living things. They appear as horny skinned humanoids with one eye.



The Cyclops, or "One Eyed Giant", can be found in any coastal area. It is rumoured that their one-eyed status came about when a Greater Titan removed one of their eyes as punishment for some evil done long ago. Whether this is true or not, the only time that one Cyclops will co-operate with another is when they are trying to kill a Titan. Cyclops are very long lived, often reaching 500 years in age. They speak their own language and no other. It is very rare that more than one will be met. In combat they use no weapon as their powerful hands are able to cause severe damage.

GIANT. Hill Giant

Level: 5
 Karma Influence: 50%
 Power: 8
 Intelligence: 8
 Mobility: 9
 Size: 13 (2.6m)
 Hit Points: 30
 Armour: 30
 Dodge: 0%,-15%
 Damage Bonus: 2
 Combat Strength: 40
 Encounter Group: 1-6, 6-36
 Special: nil
 Combat Details: 125% - stone axe or spiked club for 1d12 + 2



Hill Giants appear as large stooped humans with massive arms and legs and tough, gnarled skin. They generally clothe themselves in loose animal skins and can be found in any hilly area. They are the weakest of the giant class. They have their own language and there is a 10% chance that any Hill Giant encountered will be able to speak the local Human tongue. They are semi-nomadic and do not have villages etc. They are generally encountered in hunting groups of 1d6 giants, or in their tribal groups which will consist of 6d6 giants ranging from infants to the elder tribesman. Only 70% of those encountered in the tribe will be effective in combat. They sometimes associate with certain scheming humans. They generally fight with great stone axes or spiked clubs that cause 1d12 hit points of damage.

GIANT. Mountain Giant

Level: 6	Hit Points: 40
Karma Influence: 55%	Armour: 40
Power: 12	Dodge: 0%,-15%
Intelligence: 10	Damage Bonus: 4
Mobility: 12	Combat Strength: 55
Size: 15 (3.0m)	Encounter Group: 1-6,6-60
Special: 175% - climb	
Combat Details: 150% - stone axe or spiked club for 1d12+4	



Mountain Giants appear as large humans with reddish beards and hair. They wear leather clothing, similar to armour. They can be found in any mountainous area, living in dwellings carved out of stone and particularly large tribes can be found living in stone castles built into mountains. They are very good climbers. They have their own language and there is a 20% chance that any Mountain Giant encountered will be able to speak the local Human tongue. They can be encountered either in hunting groups of 1d6

or tribal groups of 6d10. These Giants are particularly hostile towards humans and when fighting, generally use great stone axes or spiked clubs that cause 1d12 hit points of damage. When a tribal group is encountered, 80% of the Giants in the group will be effective in combat.

GIANT. Sea Giant

Level: 7	Hit Points: 40
Karma Influence: 60%	Armour: 50
Power: 12	Dodge: 25%,-25%
Intelligence: 15	Damage Bonus: 4
Mobility: 9/0/18	Combat Strength: 65
Size: 20 (4.0m)	Encounter Group: 2-8,50-100
Special: nil	
Combat Details: 145% - sword 2d6 + 4, 145% flail 1d6 + 6, 145% - starfish 1d6 + 6	



Sea Giants appear as large humanoids with webbed feet and a slight green tinge to their skin. They are amphibious creatures with gills along their ribs and are powerful swimmers. They usually live in small communities in deep underwater caverns but have also been known to build towering castles in shallow lagoons from discarded marine shells. They are usually peaceful in nature and keep to themselves. However, if they are threatened or some atrocity against other marine creatures is brought to their notice, their tempers are quick to flare, inspiring them to battle. Somewhere nearby the colony will be a herd of Giant Turtles which the Giants use as steeds and which are summoned by blowing on the conch that each giant carries. These conches will only work in the hands of Sea Giants. In combat, Sea Giants have three weapons that may be employed. Firstly, they usually carry 2d4 starfish that they are able to throw to a range of sixty metres. They also have a tentacle from a Giant Octopus or Giant Squid that has been tipped with fish spines. This tentacle is used to flail victims up to five metres away. In close combat they use special swords crafted from the spikes of Marlin and edged with shark teeth. They wear a type of armour made from seaweed.

GIANT. Sky Giant

Level: 7
 Karma Influence: 60%
 Power: 20
 Intelligence: 19
 Mobility: 12
 Size: 20 (4.0m)
 Special: lightning bolt and lightning flash
 Combat Details: 190% - +3 spear (thrusting and projectile) for 2d6 + 6

Hit Points: 40
 Armour: 100
 Dodge: 25%,-25%
 Damage Bonus: 3
 Combat Strength: 90
 Encounter Group: 1-3,4-16



Sky Giants appear as large humans with long, flowing, blonde hair and beards, and blue eyes. They wear metal armour and wield huge +3 spears which they craft themselves. They always carry at least three of these spears. They can be found in any clime but they are very rare and the locations of their lairs are generally unknown and are often constructed on huge floating clouds or remote mountain peaks. Sky Giants will only be encountered in hunting groups of 1-3 giants and they avoid other giants and humans alike. It is rumoured that their lairs are filled with vast treasures. Sky Giants often go in quest of magical relics and are then merciless in their dealings. They fear Titans. They are able to call a storm at will that will last for 1d6 hours and form in ten rounds. They are also able to throw one of their magical spears each day as a lightning bolt for an extra 6d6 damage and during any storm can call a LIGHTNING FLASH, as the spell, every five rounds for 6d8 hit points in a ten metre radius sphere at a range up to 100m.

GIANT. Snow Giant

Level: 6
 Karma Influence: 55%
 Power: 15
 Intelligence: 15
 Mobility: 12
 Size: 20 (4.0m)
 Hit Points: 45
 Armour: 50
 Dodge: 0%,-25%
 Damage Bonus: 3
 Combat Strength: 62
 Encounter Group: 1-4,3-18



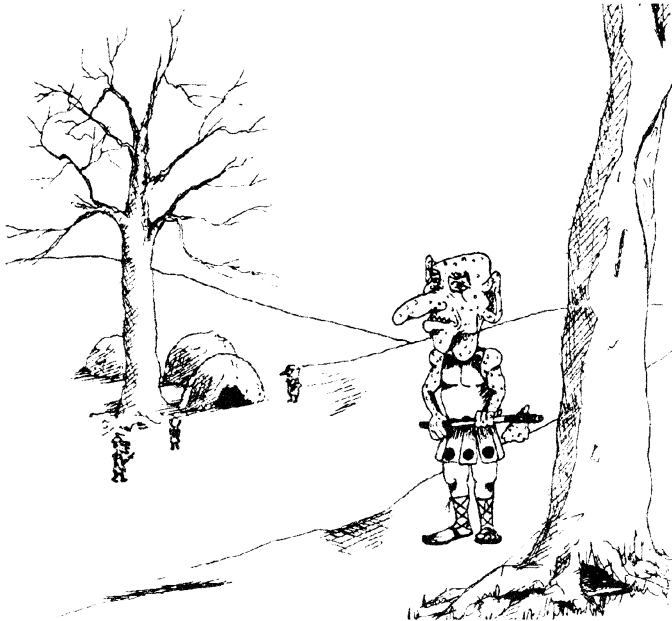
Special: nil
 Combat Details: 150% - long sword 2d8 + 3, or great sword 4d6 + 3

Snow Giants appear as massive humans with fair skin but dark, usually black, shoulder-length hair and chest-length beards. They are found in any cold clime, often wandering snow covered regions looking for adventure and battle. They live in large cabins made of huge pine trees and are generally encountered in hunting groups of 1d4 or clans of 3d6. Clans often war with each other and will gladly fight other Giants of any kind. They often raid human settlements, capturing women and killing the men. They enjoy combat of all kinds and are able to craft great weapons. They usually wear studded leather armour and fight with long swords and huge shields (able to parry three attacks) or huge two handed swords.

GOBLIN

Level: 1
 Karma Influence: 30%
 Power: 3
 Intelligence: 7
 Mobility: 12
 Size: 6 (1.2m)
 Special: nil
 Hit Points: 8
 Armour: 40
 Dodge: 10%,20%
 Damage Bonus: 0
 Combat Strength: 38
 Encounter Group: 2-16,40-200
 Combat Details: 65% - 1d6 or by weapon type

Goblins, in appearance, are small grey-skinned humanoids with jagged teeth and grey pupilless eyes. They live in tribes numbering forty to two hundred and can be found in any clime except arctic or desert areas. They are aggressive even to other Goblins and will attack any intruders in their lairs. Goblins base their leadership on strength, thus a leader will typically have twelve hit points, 80% attack chance and a +1 damage bonus. Goblins have enhanced night vision and can see extremely well at night or in dark areas. They have their own language and there is a 10% chance that any Goblin encountered will be able to speak the local Human tongue. They have no economy



as such but realise the value of gold etc. A hunting party will usually contain 2d8 Goblins. In a tribal combat situation, only 60% of the Goblins are effective. When fighting, Goblins use bone clubs, stone axes or stolen weapons, particularly light crossbows and wear ragged leather armour.

GODLING. Kashasha, Sinto, Ragnarok Godling.

Level: 8	Hit Points: 30
Karma Influence: 65%	Armour: 200
Power: 20	Dodge: 75%,-25%
Intelligence: 15	Damage Bonus: 4
Mobility: 21	Combat Strength: 146
Size: 15 (3.0m)	Encounter Group: 1

Special: magic use. neutral karma. magical weapons to be hit.

Combat Details: 2 * 180% - fist 2d6 + 4



Godlings are magical creatures that come into existence when a manna rift is created. The type of Godling created will depend on the Karma tendencies of the creature that caused the rift. Each Godling has its own will and a general desire to dominate and be worshipped. They usually depart their creation scene and take up residence in some locale close to a village or town. They will then perform some miracle or devastation to make the people worship them through admiration and gratitude or fear. They are all able to use the following spells at will - LEVITATE, HEAL WOUNDS, HEALTHY BODY, and CURE. Also, once per year, they can perform one of the following spells, FORESTATION, WITHERING, MAJOR HOLOCAUST.

Sinto/Ragnarok - level 9/10, Karma Influence 70%/75%, attack% 2*205%/2*230% - fist 2d8 + 4, Karma Good/Evil

GORGON

Level: 9	Hit Points: 40
Karma Influence: 70%	Armour: 80
Power: 12	Dodge: 45%,-25%
Intelligence: 15	Damage Bonus: 0
Mobility: 18	Combat Strength: 86
Size: 15 (3.0m)	Encounter Group: 1

Special: ugliness 1d20 H.P., fatal poison, magical weapon to be hit

Combat Details: (225% - bite 2d6) or (225% - composite bow 1d8 + 1 + fatal poison)



A Gorgon is a mythical creature that appears as a hideous beast with the torso and head of a woman, the body of a serpent and hair a mass of writhing, green-eyed Asps. Gorgons can be found in any remote area. The mere sight of a Gorgon causes 1d20 hit points of damage to any onlooker, directly on the victim's body. A successful Karma Influence attempt will halve this damage. Any creature that averts its eyes while trying to fight the Gorgon will be

reduced to one fifth of all current skill% and no blows can be parried. If the bite penetrates a victim's armour and causes damage, a fatal poison will also enter the wound from the saliva of the beast. Gorgons also often use arrows dipped in their own venom. They love materialistic wealth of any description and will go to great lengths to acquire such. They are immune to aging and are thus virtually immortal. They are able to speak the local Human tongue.

GREMLIN

Level: 3
Karma Influence: 40%
Power: 16
Intelligence: 9
Mobility: 15
Size: 5 (1.0m)
Special: mind spell resistance, surprised -1
Combat Details: 2 * 75% - claw 1d6 + 2

Hit Points: 15
Armour: 40
Dodge: 15%, 25%
Damage Bonus: 2
Combat Strength: 48
Encounter Group: 2-24



Gremlins are sub-demons appearing as small bipedal reptiles with white glistening magically sharp claws and glowing red eyes. They are able to speak a halting form of the local Human tongue. They are completely chaotic and enjoy killing and devouring humanoids. They are able to be summoned and controlled but are often found in the Natural World as they do not generally abide in Hades. They are nimble climbers and are also able to move furtively with 50% chance of success. They have enhanced night vision as well as normal vision and also have good hearing, causing them to be less surprised than normal creatures. They can only be damaged by iron, silver or magical weapons and as they are evil in nature can be held at bay with a RIGHT OF MARTYRDOM spell.

GREY FUNGUS

Level: 1
Karma Influence: 30%
Power: 1
Intelligence: 0
Mobility: 0
Size: 1 (0.2m)

Hit Points: 5
Armour: 0
Dodge: 0%, 45%
Damage Bonus: 0
Combat Strength: 20
Encounter Group: 3-8



Special: reduce charisma
Combat Details: nil

Grey Fungus is a combination of a wart type virus and a mushroom style fungus. It usually lives on the leaves of trees where it appears as a soft grey powder that will not be noticed with a glancing search. When creatures brush past these leaves they will be infected with the fungus unless they perform a successful Karma Influence. If unsuccessful they will start sprouting grey coloured warts and mushrooms from their skin. These will increase in number daily, causing the victim to lose one charisma point each day. When the victim's charisma reaches zero he is so infected by the fungus that he dies. The fungus, which is highly contagious, can only be removed by a CURE spell. If cured, the victim will regain any lost charisma points at the normal rate.

GRIFFON

Level: 6
Karma Influence: 55%
Power: 20
Intelligence: 15
Mobility: 12/18
Size: 13 (2.6m)

Hit Points: 40
Armour: 80
Dodge: 15%, -15%
Damage Bonus: 4
Combat Strength: 120
Encounter Group: 1-3

Special: roar causes fear, flying dodge of 65%, -15%
Combat Details: 2 * 120% - claw 1d8 + 6, 130% - bite 2d6

Griffons are strange mythical creatures which have the lower body of a lion and the shoulders, head, wings, and fore legs of an eagle. They have magically sharp claws and teeth and can be found in any terrain. While they are on the ground they have limited dodge but when flying this is increased by 50%. When a Griffon roars its throaty screech, all within 100m must perform a successful Karma Influence



or flee in terror for 1d6 rounds. One roar may be performed every ten rounds. It is said that if a bladed weapon is sharpened with the claw of a Griffon, the weapon will become a +1 magical weapon. A Griffon's blood, if drunk, will act as an Elixir of Life. There is enough blood for five potions and there are five claws with the magical properties on each of the front feet. Two claws are needed to sharpen a long sword and the magical property bestowed by them will last for 4d6 + 4 days.

GRIM REAPER

Level: 7
Karma Influence: 60%
Power: 20
Intelligence: 12
Mobility: 12
Size: 13 (2.6m)
Special: despair
Combat Details: 2 * 155% - scythe 2d6 + 4

Hit Points: 40
Armour: 120
Dodge: 15%, -15%
Damage Bonus: 4
Combat Strength: 100
Encounter Group: 1



Grim Reapers appear as hooded skeletal figures with white pupilless eyes. Only one will be encountered at any one time and they can be found in any remote area. Grim Reapers are death incarnate. The mere sight of one will cause the viewer to drop anything that is being carried in hopeless despair unless a successful Karma Influence is performed. They are unaffected by creatures or weapons not of a magical nature. They attack with Scythes of Death, black scythe covered in mystic runes taken from parts of the ancient death spells. Any damage caused by these scythes will not heal in the normal fashion. Also, it can not be healed by the normal HEAL WOUNDS spell. The damage can only be restored by a REGENERATE spell. Any creature apart from a Grim Reaper that touches one of these scythes must perform a successful Karma Influence or lose 1d6 hit points every round of contact. Grim Reapers are not essentially evil and can not be turned as Undead.

GRULUN

Level: 7
Karma Influence: 60%
Power: 8
Intelligence: 7
Mobility: 15
Size: 12 (2.4m)
Special: nil
Combat Details: 175% - spiked club 2d6 + 6, 60% - small shield parry

Hit Points: 35
Armour: 70
Dodge: 60%, -10%
Damage Bonus: 4
Combat Strength: 106
Encounter Group: 1



Grulun are a cross between a Human and a Troll. They have tough gnarled skin, bowed legs, powerful arms, and wide mouths filled with sharp teeth. They usually live in isolated areas and are very territorial, attacking anything that is not obviously beyond their means to defeat. They also usually have a pack of 2d6 wolves with them as pets. They usually fight with large spiked clubs or hammers and have small shields with which they parry.

GURU

Level: 7
Karma Influence: 60%
Power: 15
Intelligence: 21
Mobility: 15
Size: 9 (1.8m)
Special: surprised -2. only hit by magical weapons.
Combat Details: 175% - cane 1d6 + 5

Hit Points: 40
Armour: 100
Dodge: 45%, 5%
Damage Bonus: 5
Combat Strength: 106
Encounter Group: 1

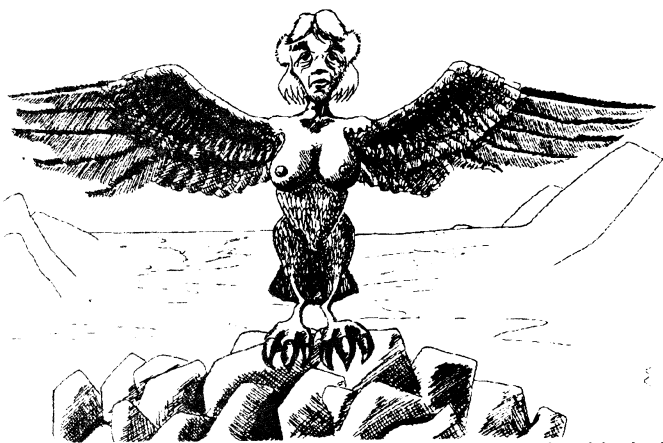


Gurus appear as wisened, old, wrinkled men. They are in fact magical creatures that have knowledge of all events in the Natural World. They do not know anything of other Worlds except for times when creatures from these other Worlds have travelled to the Natural World. They are extremely rare and will only reveal their knowledge to worthy partitioners and for a very high cost, in monetary terms, for magical items, or perhaps some personal sacrifice by the knowledge seeker. Gurus are exceptionally strong and quick and always carry walking canes which, if they are threatened, they use as weapons. Their armour is actually a magical field that can never be damaged. All material payment that Gurus receive is stored in an extra dimensional space. They never use this money and will never reveal its whereabouts. If a Guru is killed, its extra dimensional space will close forever.

HARPY

Level: 5	Hit Points: 20
Karma Influence: 50%	Armour: 10
Power: 6	Dodge: 20%, 10%
Intelligence: 8	Damage Bonus: 1
Mobility: 3/18	Combat Strength: 35
Size: 8 (1.6m)	Encounter Group: 1-4
Special: nil	
Combat Details: 2 * 105% - claw 1d8 + 1	

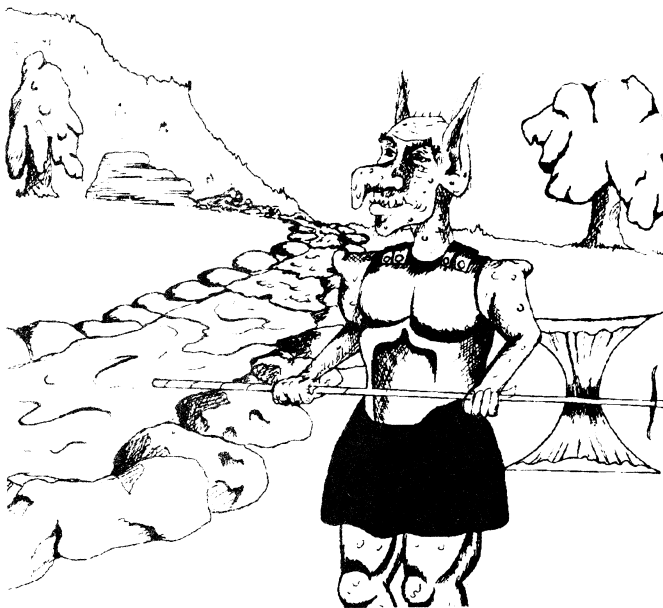
The Harpy is a mythical creature which has the body of a bird, the bust of a beautiful woman, the face of an old hag and the ears of a bear. They can be found in any open forested area or nearby plains. They are voracious eaters but do not kill their own prey, being scavengers of almost anything edible. They often raid grain stores, eating their fill and then soiling the remains. They have also been known to raid open air feasts where they cause havoc and ruin



food. If disturbed or threatened they may attack with their two talons or simply fly off if the threat is too strong.

HOBGOBLIN

Level: 2	Hit Points: 12
Karma Influence: 35%	Armour: 40
Power: 5	Dodge: 5%, 10%
Intelligence: 9	Damage Bonus: 1
Mobility: 12	Combat Strength: 37
Size: 8 (1.6m)	Encounter Group: 2-16, 50-500
Special: surprised -1	
Combat Details: 80% - 1d8 + 2 or by weapon type	



Hobgoblins are cousins to Goblins and are similar except for their larger size and elongated ears. They can be found in any cave or dark area (deep forests etc.) and will never venture into direct sunlight. Their tribes number up to five hundred but hunting parties are usually 2d8 in number. They have enhanced night vision so are able to see extremely well in darkened areas and at night. They also have excellent hearing which reduces all time surprised by one. They are aggressive and will attack all intruders. They often raid Goblin tribes and human settlements for slaves and wealth. They base their leadership on strength, thus a leader will typically have fourteen hit points, a damage bonus of +2, 95% to hit and be of level three. They speak the same language as Goblins and 10% are able to speak the local Human tongue. In

combat they use axes, clubs and javelins, all of their own fashioning. They generally wear leather armour.

HUBICARN

Level: 2	Hit Points: 15
Karma Influence: 35%	Armour: 30
Power: 4	Dodge: 0%,0%
Intelligence: 8	Damage Bonus: 1
Mobility: 15	Combat Strength: 30
Size: 10 (2.0m)	Encounter Group: 4-24,50-300
Special: tracking 75%	
Combat Details: 80% - 1d8 + 2 or by weapon type	



Hubicarns are ferocious humanoids that resemble a Human-Barbican cross. They appear as dark hairy humanoids with jagged razor sharp teeth and pupilless eyes that allow excellent night vision as well as daytime vision. They are generally found on islands or in coastal areas. They are usually encountered in hunting groups of 4d6 members but their nomadic clans range up to 300 in number. The clans are generally hostile towards each other and will not associate unless under strong leadership. They are natural hunters and are good trackers with a 75% chance of success. They are fierce warriors and attack relentlessly. Unless specially equipped they use stone axes and spiked clubs. They wear rough leather hides which provide some armour protection.

HUMAN

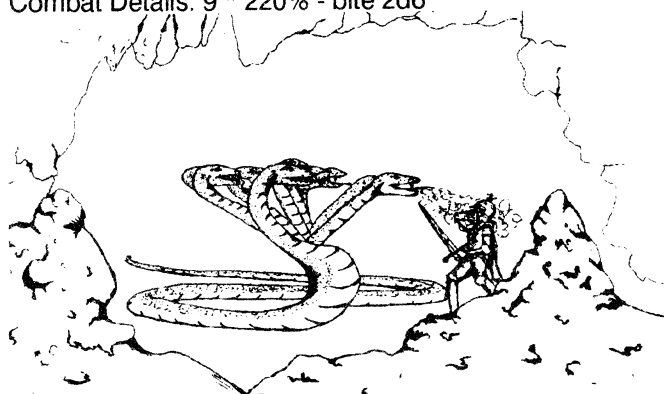
Level: 1	Hit Points: 11
Karma Influence: 30%	Armour: 0
Power: 8	Dodge: 5%,0%
Intelligence: 10	Damage Bonus: 0
Mobility: 12	Combat Strength: 12
Size: 10 (2.0m)	Encounter Group: special
Special:	
Combat Details: 65% - by weapon type	



Humans are probably the most diverse and complex of creatures. They can be found in any clime in any sized community from individual hermits to cities of many tens of thousands. The attributes described above are for average Humans such as farmers, butchers, tailors, etc. Adventurers, leaders, soldiers, etc. will usually be above average. A Human is unrestricted as to character class or level attainment. This description outlines the Human race that is most typical of those encountered. Other races of Humans also exist and these have their own cultures and societies, e.g. Malachai and Yardan.

HYDRA

Level: 10	Hit Points: 50
Karma Influence: 75%	Armour: 70
Power: 15	Dodge: 105%,-25%
Intelligence: 6	Damage Bonus: 0
Mobility: 12	Combat Strength: 111
Size: 50 (10.0m, 3m tall)	Encounter Group: 1-3
Special: poisonous gas, regenerate	
Combat Details: 9 * 220% - bite 2d6	



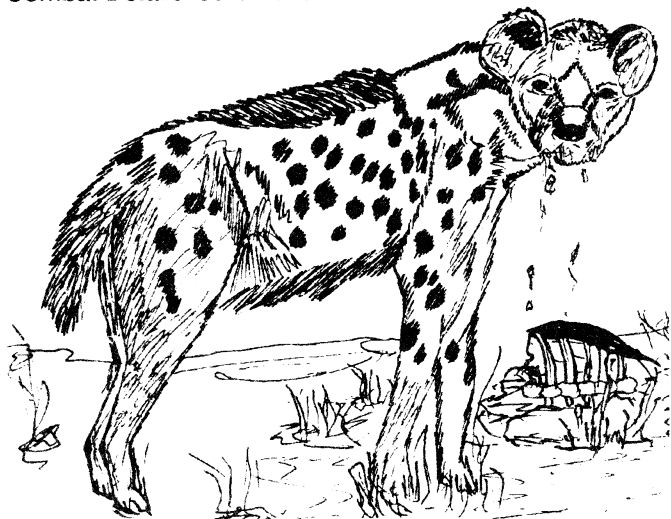
Hydras are mythical creatures that appear as large snakes with powerful bodies and nine heads, each on a two metre, snake-like neck. They are found in any dark secluded place. In combat the heads and necks flail about prohibiting easy access to the body, thus the high dodge. Also, any character wishing to attack the body of the Hydra must perform a successful Karma Influence or all attacks that round will be against the heads and necks. Every round, the Hydra is able to breathe a poisonous gas, equivalent to a fatal poison, from one of its heads. This gas is in a very narrow stream, affecting only one creature up to a range of ten metres. Any hit points done to a head or neck of a Hydra will regenerate at a rate of five each round and any neck from which the head is completely severed

will grow two new heads in two rounds. Fire damage can not be regenerated by a Hydra. The blood of a Hydra is a fatal poison.

HYENA. Giant Hyena

Level: 3
Karma Influence: 40%
Power: 4
Intelligence: 6
Mobility: 12
Size: 9 (1.8m)
Special: locking jaws
Combat Details: 95% - bite 2d6

Hit Points: 25
Armour: 20
Dodge: 15%,5%
Damage Bonus: 2
Combat Strength: 41
Encounter Group: 4-24



Giant Hyenas are larger forms of their small cousins, appearing as large dogs with powerful jaws and shoulders. They usually have dusty yellow or brown coats and a very distinctive 'laugh'. Unlike their smaller relatives, Giant Hyenas will attack large animals, particularly when they are hunting in large packs. They are found in open plain country and often raid humanoid settlements in search of food. When they attack they attempt to clamp their jaws around the neck of the victim. If their bite draws blood they lock their jaws onto the victim and automatically cause 1d6 hit points of damage per round until they or the victim is dead.

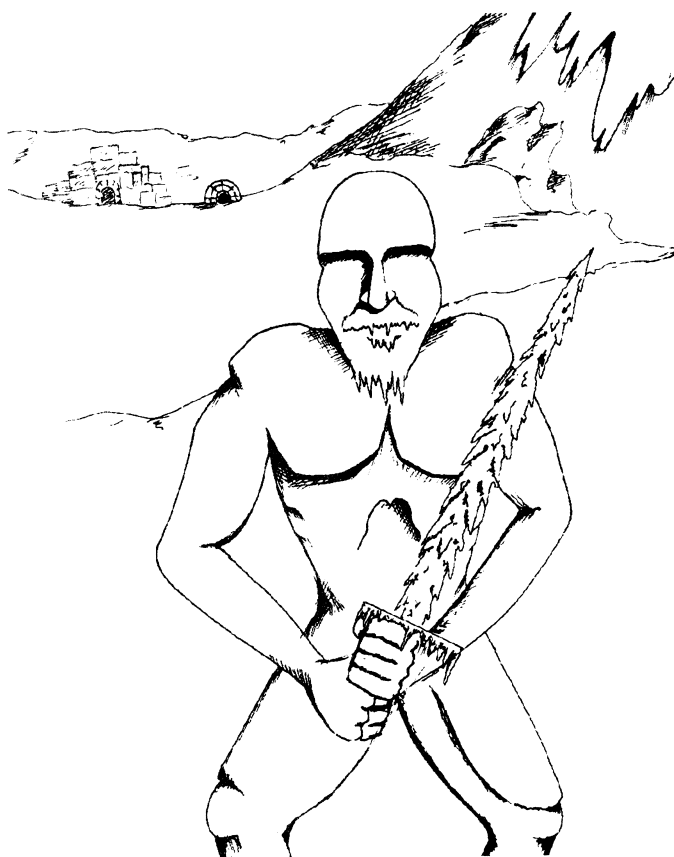
ICE WARRIOR

Level: 5
Karma Influence: 50%
Power: 12
Intelligence: 10
Mobility: 12
Size: 10 (2.0m)
Special: surprise 1-3. ICE JAVELIN spell. immune to cold attacks.

Hit Points: 20
Armour: 40
Dodge: 20%,0%
Damage Bonus: 2
Combat Strength: 62
Encounter Group: 2-8,20-100

Combat Details: 105% - ice sword 1d8+3 + 1d6 cold damage, 120% - +3 javelin of ice 6d6+3, 50% - shield parry

Ice Warriors are humanoid in shape but appear as though they were made of ice, having angular and crystalline features. They are a race of humanoids living in arctic areas or alpine climes where there is snow all year round. They have special blood which enables them to withstand any extremes of cold without effect. They do, however, suffer an extra hit point per die when heat damage is inflicted on them. They live in small communities of up to one hundred but when encountered outside their ice villages they will usually be in groups of up to eight in



number. They dislike most other humanoids especially Humans and will attack all such creatures aggressively. They often ride on polar bears as steeds. An Ice Warrior's sword is a stiletto of ice. If it penetrates a victim's armour it will cause an extra 1d6 hit points of cold damage. Each Ice Warrior is able to create a +3 javelin of ice as the spell ICE JAVELIN (6d6+3 damage, 10m radius sphere) once per hour. When encountered, each Warrior will have 1d4 of these javelins.

IGUANODON

Level: 3
Karma Influence: 40%
Power: 6
Intelligence: 10
Mobility: 12
Size: 10 (2.0m)
Special: 100% - climb
Combat Details: (95% - bite 1d4) or (95% - 1d8+2 or by weapon type)

Hit Points: 15
Armour: 50
Dodge: 20%,0%
Damage Bonus: 1
Combat Strength: 46
Encounter Group: 2-24,100-800

Iguanodons are reptilian humanoids with crocodile-like heads and lizard-like tails. They are found in any hot dry climate and dislike moisture. They co-operate with each other freely and hate humans. They have their own language and 30% of them are also able to speak the local Human tongue. As well as being agile climbers they are able to easily conceal themselves underground in small pits. Their colonies are usually large earth works with many burrows and tunnels. In combat they are able to bite but generally use weapons. They often use stone axes and javelins and are accomplished in all forms of stone work. They will use swords or metal weapons when they find or capture them. There is a second species of Iguanodons that generally co-habitates with those described above. The second group is slightly larger and more intelligent and



is usually dominant over the smaller species, even though the larger species is less prolific. These larger Iguanodons also wield special weapons in combat. The weapons are specially worked stone in the shape of an Ag-Shar, causing 1d6 + 3 hit points of damage.

Large Iguanodon - level 5, hit points 25, armour 100, dodge 30%,-10%, damage bonus 3, size 12, Karma Influence 50%, power 12, intelligence 11, Attack% 2*105% - dagger 1d6 + 6, combat strength 81

JINXER

Level: 2
Karma Influence: 35%
Power: 6
Intelligence: 11
Mobility: 15
Size: 1 (0.2m)
Special: invisible
Combat Details: nil

Hit Points: 8
Armour: 0
Dodge: 15%,45%
Damage Bonus: 0
Combat Strength: 28
Encounter Group: 1

Jinxers are small, invisible creatures that, when able to be viewed, appear as tiny men or women clad in rough clothes. They have no fixed dwelling and can be found anywhere there are people. They are quick on their feet and, being invisible, will usually be able to keep out of anyone's way. A Jinxer will associate itself with a particular person and travel with that person wherever he or she goes, sitting on packs, saddles, wagon tops etc. but keeping its presence unknown. While associated with that person all Karma Influence attempts made by the person will be at a reduced level depending on the strength of the Jinxer. A Jinxer's strength is determined as follows by casting 1d100 01-60 Karma Influence 10%, 61-90 Karma Influence 15%, 91-100 Karma Influence 25%. The Jinxer often swaps companions for no apparent reason. A REMOVE CURSE spell will force a Jinxer to disassociate from its victim.



JUGDIVOR

Level: 7
Karma Influence: 60%
Power: 5
Intelligence: 15
Mobility: 12
Size: 10 (2.0m)

Hit Points: 30
Armour: 60
Dodge: 30%,0%
Damage Bonus: 3
Combat Strength: 115
Encounter Group: 2-12



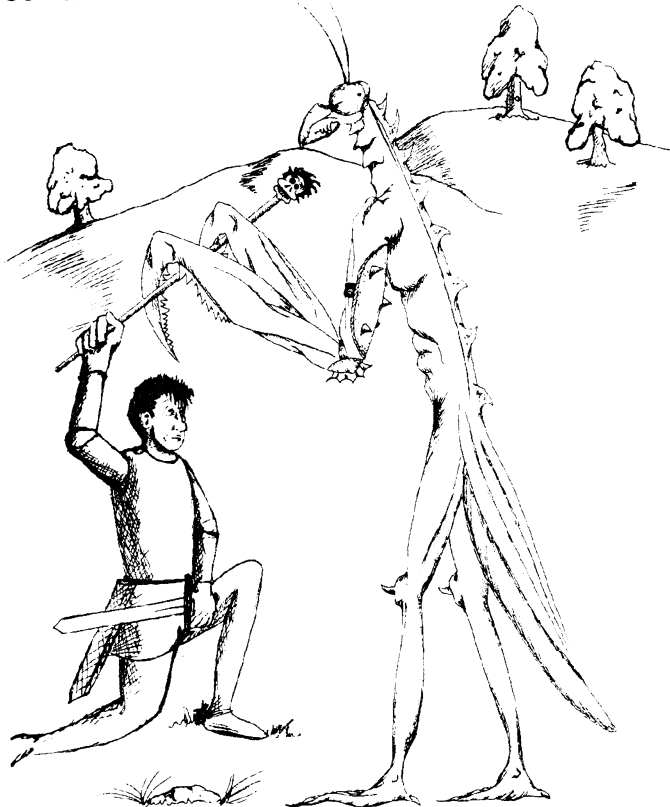
Special: chameleon, surprise 1-4, enhanced night vision
 Combat Details: 4 * 135% - dagger 1d4 + 5, 155% - javelin 1d8 + 4

Jugddivors are a race of creatures that are humanoid in appearance. They can be found in any mountainous areas and will attack all creatures that pass through their domain and appear worth looting. They have the ability to change the appearance and texture of their skin to appear the same as the surrounding rock. They often do this along pathways to ambush their victims. Their first attack is usually to throw a stone javelin at their target and then move into melee, wielding two stone daggers. However, they are also able to use the javelin as a thrusting weapon in one hand and a dagger in the other.

KAGGEN

Level: 6
 Karma Influence: 55%
 Power: 8
 Intelligence: 14
 Mobility: 18
 Size: 10 (2.0m)
 Special: causes double damage on surprise, 200% - climb
 Combat Details: 2 * 130% - claw 1d8 + 5

Hit Points: 35
 Armour: 100
 Dodge: 50%,0%
 Damage Bonus: 3
 Combat Strength: 101
 Encounter Group: 1-6,100-5000



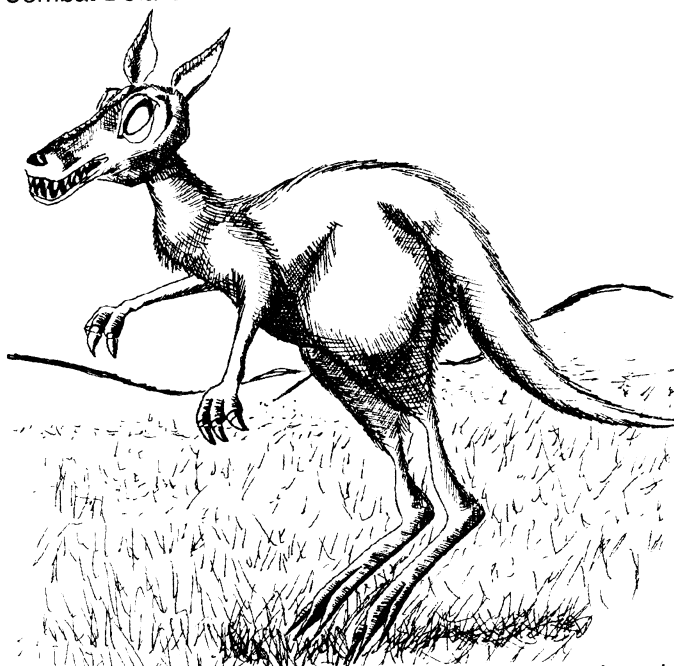
Kaggen are highly evolved insects that have developed their own social system. They are similar to preying mantis in appearance, are highly intelligent and often construct their own swarm nests similar to villages. The population of these often numbers up to five thousand and they are built in thick scrub, wooded or forested areas. They regard themselves as superior to all and will only tolerate other beings if they are of a magical nature or able to use powerful magic. Kaggen are infatuated with magic of any description as they are unable to focus manna themselves. They are highly agile and can dodge all missiles at their current Total Dodge%. They attack with their two front claws but only

against one opponent at a time. They require fresh meat and will only eat freshly killed prey. Though unable to fly they are agile climbers, able to scale the most difficult of surfaces with ease. They are also masters of camouflage and are able to move furtively with 200% chance of success. If a Kaggen achieves surprise it does double damage on its first attack.

KILLEROO

Level: 4
 Karma Influence: 45%
 Power: 5
 Intelligence: 3
 Mobility: 18
 Size: 10 (2m)
 Special: leap 10m
 Combat Details: 2 * 80% - claw 1d8 + 2, 90% - bite 1d8

Hit Points: 25
 Armour: 30
 Dodge: 40%,0%
 Damage Bonus: 2
 Combat Strength: 53
 Encounter Group: 4-16



Killeroos are giant carnivorous kangaroos that hunt in packs and roam through plains and woods in search of prey. A Killeroo's first attack will be a leap at its victim. If the victim does not perform a successful Karma Influence it will be knocked to the ground where the Killeroo can bring all three of its attacks to bear. Otherwise the roo will lean back on its tail and lash at its victim with its two powerful hind claws.

LEECH. Giant Leech

Level: 1
 Karma Influence: 30%
 Power: 1
 Intelligence: 0
 Mobility: 3
 Size: 1 (0.2m)
 Special: surprise 1-3, blood drain
 Combat Details: 65% - bite 1d6

Hit Points: 10
 Armour: 10
 Dodge: 0%,45%
 Damage Bonus: 0
 Combat Strength: 30
 Encounter Group: 2-12

Giant Leeches appear as black rubbery slugs. They live in any body of fresh water and can even be found in very moist rain forests. Due to their small size and colouring which blends in with stream bottoms etc. they gain an added surprise advantage. If they bite into the flesh of a victim they will lock onto the victim draining blood at the rate of one constitution point each round for 2d6 rounds or



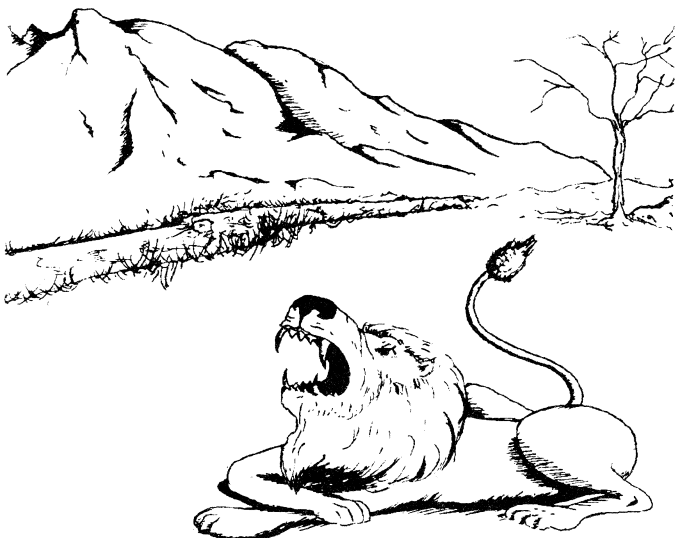
until killed. If they are killed, covered in salt, or exposed to flame they will release their grip on a victim. They will take one hit point per round from this salt or flame until it is removed. If they are forcefully removed from a victim then the victim will take an additional 1d4 hit points of damage and continue bleeding for 2d4 rounds.

LION

Level: 4	Hit Points: 25
Karma Influence: 45%	Armour: 20
Power: 6	Dodge: 35%, -15%
Intelligence: 6	Damage Bonus: 2
Mobility: 15	Combat Strength: 41
Size: 13 (2.6m)	Encounter Group: 1-4

Special: nil

Combat Details: 2 * 80% - claw 1d8 + 2, 90% - bite 2d6



Lions are large cats with fur coats of a dusty yellow colour. They are found in temperate climates in fairly dry regions of open plain or savanna. In any group of lions encountered, one and only one will be male. The others will be female. They all fight at the same level. There is a 40% chance that each female will be accompanied by 1d4 cubs. Lions will generally avoid humans unless threatened or

approached too closely (within one hundred metres), if their cubs are disturbed, or if they are particularly hungry. If any of these circumstances occur they attack with their two powerful front claws and their massive jaws. Cubs may be tamed if caught early. The characteristics of the Lion may be used for any large wild cat.

LURKER

Level: 5	Hit Points: 35
Karma Influence: 50%	Armour: 30
Power: 10	Dodge: 10%, 10%
Intelligence: 15	Damage Bonus: 2
Mobility: 6	Combat Strength: 87
Size: 8 (1.6m)	Encounter Group: 1

Special: surprise 1-4

Combat Details: 2 * 95% - claw 1d8 + 2, 105% - bite 1d6



A Lurker appears as a small humanoid with a horned head and beak-like face. It often hordes shiny objects. A Lurker creates its own lair inside a small place such as a chest, book, or scroll case etc. The lair is extra dimensional and actually measures 20m * 20m * 5m. When the item is opened the Lurker will immediately be alerted and will attack with added surprise. If it successfully hits with both its claws, regardless of damage caused, it will pull the victim into its lair. Once inside the lair the only way for the victim to get out is to kill the Lurker. This will cause the lair to collapse, spilling the victim into the surroundings of the item in which the lair was located. To onlookers it will appear as though an impossibly large creature has leapt from the pages and pulled the victim into the book. There will be no evidence of entry unless they can detect extra dimensional objects. The extra dimensional space can only be entered with the Lurker's consent.

MAGMA MAN

Level: 3	Hit Points: 25
Karma Influence: 40%	Armour: 30
Power: 1	Dodge: 0%, 0%
Intelligence: 2	Damage Bonus: 0
Mobility: 6	Combat Strength: 40
Size: 10 (2.0m)	Encounter Group: 1-8

Special: nil

Combat Details: 95% - magma ball 2d6



Magma Men are zombie like creatures that are formed from molten rock. They appear as featureless black humanoids with burning red eyes. Inside they are composed of molten lava and seem to be some form of sentient rock. They attack by forming and then throwing a ball of lava up to a distance of thirty metres. They have no minds and can only obey simple commands and are immune to all mind spells. Any hit that does more than ten hit points of damage to a Magma Man will cause it to explode doing 4d6 hit points of damage to all within ten metres. This may cause any nearby Magma Men to explode also. Any object that is remotely combustible that is attacked by a Magma Man will catch alight if a Karma Influence attempt is unsuccessful.

MALACHAI

Level: 7	Hit Points: 25
Karma Influence: 60%	Armour: 70
Power: 10	Dodge: 30%,0%
Intelligence: 15	Damage Bonus: 3
Mobility: 15	Combat Strength: 96
Size: 10 (0.2m)	Encounter Group: 2-16,100-400

Special: enhanced night vision

Combat Details: 2 * 155% - long sword 1d8 + 4, 2 * 80% - parry with large shield



Malachai are a race of humans that are very solitary in nature. They live in stone dwellings on remote mountain slopes and peaks. They are excellent miners and their dwellings are often decorated with rich gems and metals. They tend to shun other humanoid contact and will attempt to divert any such creatures from discovering their townships. They will never willingly reveal the location of

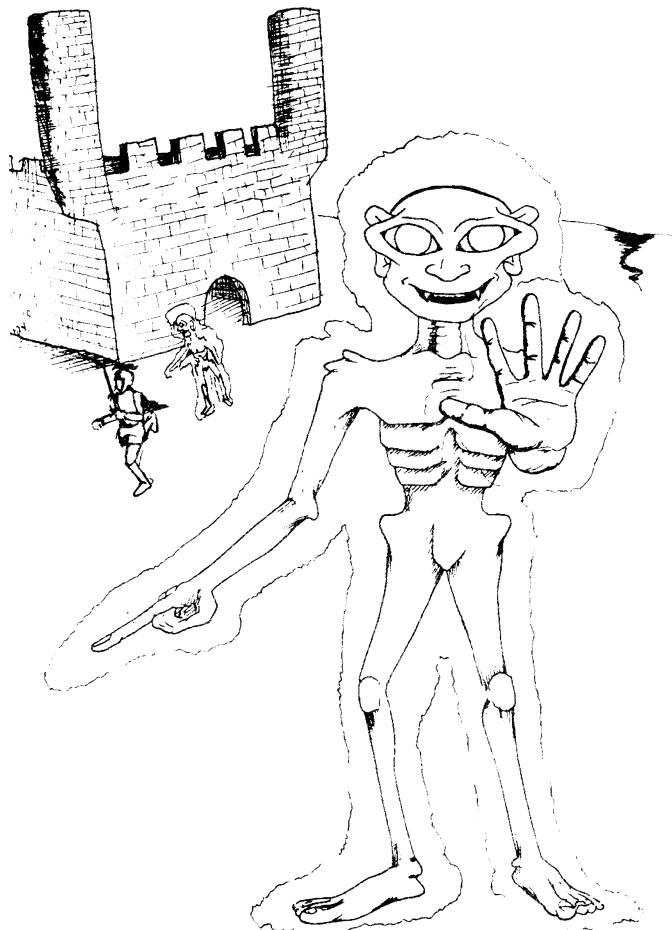
their town and often travel hundreds of miles to trade at normal human settlements. They are particularly strong in combat and wear armour made of thin stone slivers. They wield long swords and large shields.

MANNA BRATE

Level: 7	Hit Points: 20
Karma Influence: 60%	Armour: 50
Power: 4	Dodge: 0%,0%
Intelligence: 14	Damage Bonus: 1
Mobility: 12	Combat Strength: 95
Size: 10 (0.2m)	Encounter Group: 1-4

Special: manna bolt 4d6, manna shield

Combat Details: 2 * 155% - claw 2d6 + 1



Manna Brates are hairless humanoids with crimson eyes and skeletal figures with taut skin. They are usually found in the service of some other creature and have their own powerful crimson magical aura which can be used in attack or defence. They have 100 manna points in this aura. They are able to fire a bolt of manna up to short range that causes 4d6 damage to the target. This then drains one manna point from the manna field for every damage point done. They are also able to generate a shield that can absorb all hit points. One manna point is used for every hit point absorbed. Any spells cast at a Manna Brate will restore twice the number of manna points back to the Manna Brate as were used to cast the spell. A DISPEL MAGIC spell will drain all or half of the remaining manna points depending on the outcome of a Karma Influence attempt. Once all the Manna Brate's manna points have been used the aura winks out and they must rest in a similar

manner to a Conjurer to regain them. They are never affected by mind spells.

MERMAN

Level: 4
Karma Influence: 45%
Power: 10
Intelligence: 11
Mobility: 12/0/15
Size: 10 (2.0m)
Special:
Combat Details: 110% - long trident 1d8 + 5 or by weapon type

Hit Points: 15
Armour: 50
Dodge: 20%,0%
Damage Bonus: 2
Combat Strength: 46
Encounter Group: 2-12,50-3000



Mermen are a race of amphibious humanoids. They appear as humans except they have webbed hands and feet and small gills behind their ears, thus they usually wear gloves and helms or hats or long hair when in human society. They live in any clime including arctic waters but are most prolific in warm temperate areas. They are perfectly at home underwater or on land and make their cities in underground caverns or on remote islands. They detest Humans and Elves and will go out of their way to waylay passing ships manned by these races. They do not sail ships themselves but ride on Sea Steeds when they are not swimming. Their communities range in size from small villages of about fifty up to large cities of several thousands. They normally use long tridents as weapons and are able to hurl them as projectiles, use them as lances from their steeds or fight with them as hand weapons. They wear a special type of armour similar to studded leather armour but made of sea plants.

MINOTAUR

Level: 5
Karma Influence: 50%
Power: 14
Intelligence: 10
Mobility: 12
Size: 12 (2.4m)
Special: enhanced night vision
Combat Details: 125% - 2d6 + 4

Hit Points: 40
Armour: 60
Dodge: 0%,-10%
Damage Bonus: 2
Combat Strength: 67
Encounter Group: 1-6

Minotaurs are powerful mythical creatures with the body of a man and the head of a bull. They have heavy



brown hides and glowing red eyes. They are fierce fighters and will never retreat or surrender. They are often found at the outskirts of humanoid civilisation and regularly raid villages and homesteads. They will sometimes co-operate to hold a village to ransom for food and women. They fight with stone axes or spiked clubs.

MOOR-AG

Level: 6
Karma Influence: 55%
Power: 12
Intelligence: 7
Mobility: 9/0/12
Size: 15 (3.0m)
Hit Points: 40
Armour: 70
Dodge: 45%,-25%
Damage Bonus: 4
Combat Strength: 81
Encounter Group: 1



Special: breath stench, surprise 1-3

Combat Details: 2 * 120% - claw 1d8 + 6, 130% - bite 2d6

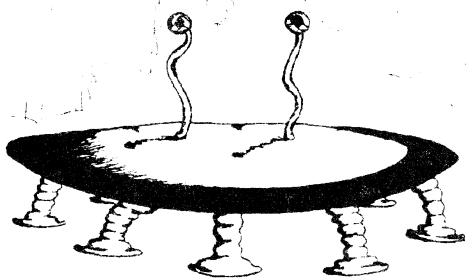
Moor-Ags appear as large reptilian creatures not dissimilar to large crocodiles. They walk upright on their hind legs and are amphibious. They live in swampy areas and often roam across the moor land in search of food. Sometimes, to attack passing creatures, they lie submerged in bogs or swampy areas then leap out to attack. This is when they gain their surprise advantage. When in combat they use their powerful claws and ferocious bite. They are able to hit two separate opponents with any combination of these attacks. Any creature in direct combat with a Moor-Ag must perform a successful Karma Influence or be overcome by the foul stench of its breath. Any creature that fails the attempt acts as though stunned until it moves out of the combat area. Moving back in requires a further Karma Influence to be attempted.

MULSH RAZOR

Level: 2	Hit Points: 15
Karma Influence: 35%	Armour: 70
Power: 3	Dodge: 5%, 45%
Intelligence: 5	Damage Bonus: 0
Mobility: 12	Combat Strength: 66
Size: 1 (0.2m)	Encounter Group: 1-4

Special: surprised -1

Combat Details: 80% - razor 2d6



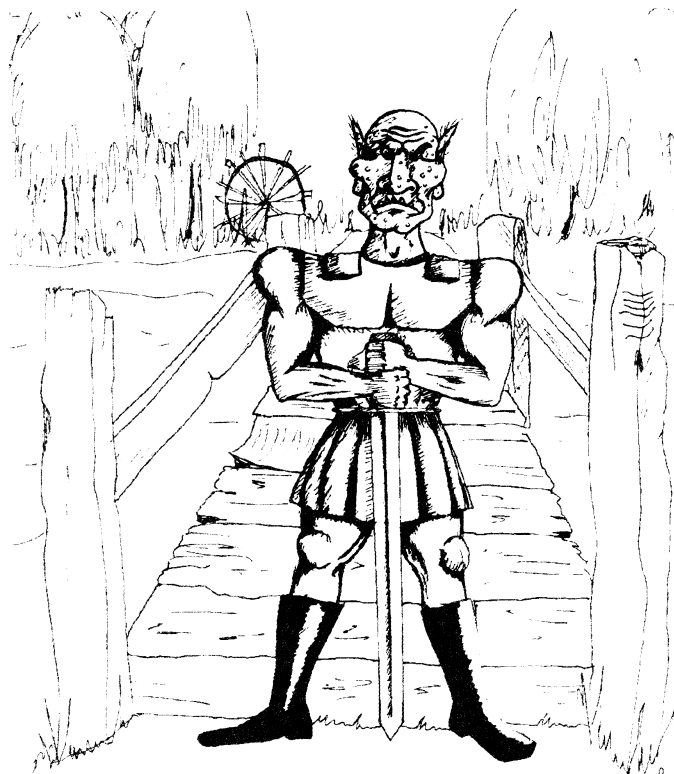
Mulsh Razors are small creatures that appear as rusty red discs with eight stubby legs. They have two eyes, on stalks in the centre of the top of their bodies and by moving these stalks can see in all directions. Their mouths are on the underside of the disc. The edge of the disc is a very hard substance, sharpened to a very keen blade. The creatures live in forests, woods, plains, or fields that have tangled undergrowth or tall grass. They attack by racing at a victim and slashing the lower legs as they rush past. When the victim falls to the ground they scuttle on top of it and start feeding. If slain, a Mulsh Razor can be fashioned into a crescent moon blade of +1 value and can be used as a hand weapon or mounted as a Moon Staff. Two of these blades can be obtained from each Mulsh Razor.

NA-GOBLIN

Level: 3	Hit Points: 16
Karma Influence: 40%	Armour: 60
Power: 10	Dodge: 25%, 0%
Intelligence: 12	Damage Bonus: 2
Mobility: 9	Combat Strength: 75
Size: 10 (2.0m)	Encounter Group: 2-8, 200-1000

Special:

Combat Details: 95% - 1d8 + 3 or by weapon type, 65% - parry with medium shield



The race of Na-Goblins is a mutated form of Goblin. Na-Goblins appear as powerful humanoids with mottled skin and grey pupilless eyes and jagged sharp teeth. They can be found in almost any clime (not arctic) but prefer grasslands, plains, or wooded areas where they live in tribes of up to 1000. However, their hunting parties usually number from two to eight. They base their leadership on strength; therefore a leader will typically have seventeen hit points, 110% attack chance and a +3 damage bonus and be of level four. They have enhanced night vision so are able to see well under all circumstances. They are able to speak the languages of all other Goblin races as well as the local Human tongue. They have a well established culture and economy and consider themselves the strongest of the Goblin races, including Hobgoblins, and will attempt to dominate these whenever an encounter occurs. They generally use long swords in combat and wear ring mail armour.

NAGA

Level: 3	Hit Points: 15
Karma Influence: 40%	Armour: 10
Power: 8	Dodge: 20%, 0%
Intelligence: 12	Damage Bonus: 0
Mobility: 12	Combat Strength: 26
Size: 25 (5m), 10 (2m)	Encounter Group: 1,500-1000

Special: serious poison. shape shift.

Combat Details: 95% - bite 1d6 + 2 plus serious poison

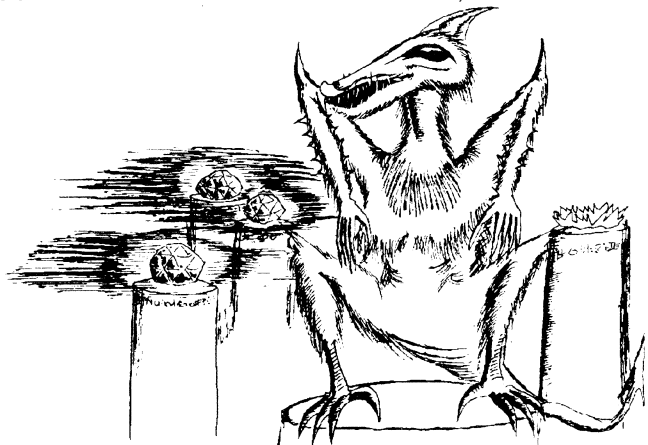
Naga are a race of large, highly-intelligent snakes with the ability to shape shift. They usually live in underground cities that, due to the size of their entrances, are only accessible to them when they are in snake form. They are also able to assume the form of a human, male or female, both in and out of their domain. When in human form their skin has a slightly mottled appearance and they speak with a sibilant accent. They are basically evil and corrupt in nature but generally tend to keep to themselves. They often



have small, more typically-human settlements above ground, from which they trade with the overworld inhabitants. Naga can be held at bay by a RIGHT OF MARTYRDOM spell but can not be turned by Clerics.

NEELA

Level: 10
Karma Influence: 75%
Power: 12
Intelligence: 15
Mobility: 21
Size: 10 (2.0m)
Hit Points: 35
Armour: 200
Dodge: 50%,50%
Damage Bonus: 4
Combat Strength: 244
Encounter Group: 1
Special: spell resistance, regenerate 3 hit points per round, 200% - climb. 100% - furtive movement. enhanced night vision.
Combat Details: 2 * 220% - claw 2d8 + 4, 230% - bite 3d6

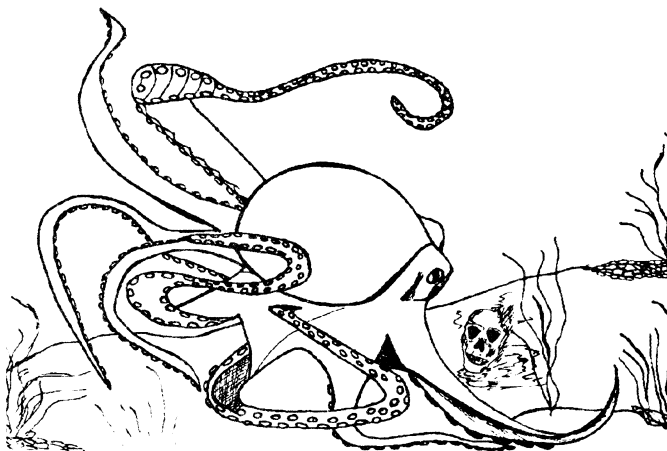


The Neela are silicon based forms of life that appear somewhat like large praying mantis with only two clawed feet. They are generally found in egg form as large crystalline jewels, usually in remote caves or hoards of concealed treasure. They regenerate lost hit points, feed exclusively on bone marrow and have an exo- and endo-skeleton. Their blood is a strong acid which causes 1d4 hit points of damage on any weapon that touches it. Neelas are extremely cunning and will often use their tremendous climbing ability and furtive movement combined with their enhanced night vision to trap living creatures, often attacking one member of a party and

carrying him into the darkness to be eaten. They take half or no damage from fire attacks, while cold attacks act as a DROWSINESS spell. Mind, electrical, acid, and poison attacks have no effect. If a Neela is slain a crystalline jewel appears amongst the remains after one hour. If touched, this pod will break and hatch a small Neela which will grow to full size in four rounds. Neelas die within six months of hatching due to their inability to sustain their demanding food supply.

OCTOPUS. Giant Octopus

Level: 5
Karma Influence: 50%
Power: 2
Intelligence: 2
Mobility: 0/0/12
Size: 10 (2.0m)
Hit Points: 30
Armour: 20
Dodge: 0%,0%
Damage Bonus: 3
Combat Strength: 40
Encounter Group: 1
Special: nil
Combat Details: 8 * 85% - tentacle 1d6 + 3, 105% bite 1d6



Giant Octopi can be encountered in any body of salt water but only rarely in depths of fewer than ten metres as they generally feed off the bottom of the sea etc. They have, however, been known to attack boats of up to twenty metres in length. They have powerful tentacles that are able to grip objects and pull them into the water. It requires a strength of at least fifteen before a Karma influence is allowed against being pulled into the water. Once an object has been grasped it will be pulled into the water and if edible it will be drawn to the Octopus' mouth in one round and there devoured, bites being automatic. Creatures will be subject to normal drowning if they are unable to escape and are not devoured.

OGRE

Level: 4
Karma Influence: 45%
Power: 8
Intelligence: 8
Mobility: 12
Size: 12 (2.4m)
Hit Points: 25
Armour: 40
Dodge: 30%,-10%
Damage Bonus: 2
Combat Strength: 51
Encounter Group: 2-8,10-50
Special: enhanced night vision
Combat Details: (110% - war hammer 2d8 + 2) or (2 * 90% - claw 1d8 + 2)

Ogres are a race of creatures that seem to be a cross between the lower Giant species and the higher Goblin races. They appear as tall, strong, rough humanoids with sharp fangs, tough hides, and powerful claws. They can be found in any temperate clime but are most prolific in rugged remote areas where their tribes live in small communities,



usually in caves or small crude villages. They often raid other humanoid settlements in search of food, loot and women. Female Ogres fight with the same ferocity as males and in a village encounter 95% of all the Ogres will be able to fight, using two handed war hammers or their own tough claws. They are carnivorous and eat any type of meat, fresh and rotten, humanoid or animal.

PANTHER POSSUM

Level: 3	Hit Points: 20
Karma Influence: 40%	Armour: 30
Power: 8	Dodge: 30%, 10%
Intelligence: 5	Damage Bonus: 2
Mobility: 15	Combat Strength: 48
Size: 8 (1.6m)	Encounter Group: 1-2

Special: enhanced night vision, 80% - Furtive Movement, surprise 1-3, tail grip

Combat Details: 2 * 65% - claw 1d6 + 2, 75% - bite 3d4



Panther Possums are strange feline creatures that have long prehensile tails and elongated possum like faces. They are usually black in colour except for their green eyes and rusty, mustard coloured tails. They are carnivorous creatures that hunt through woods and forests at night. They usually sleep during the day in trees, amidst thick undergrowth or in cool caves. When hunting or fighting

they are able to slash at their prey with their two sharp claws and bite with their powerful jaws. They are also able to grasp a victim with their tails, usually by wrapping it around the victims' legs. A victim must roll a score with 1d100 less than or equal to its Total Dodge% to avoid being grabbed by the Panther Possum's tail. Then, every round that the victim is gripped, it must attempt a Karma Influence to avoid being pulled from its feet.

PEGASUS

Level: 6	Hit Points: 20
Karma Influence: 55%	Armour: 0
Power: 12	Dodge: 50%, -10%
Intelligence: 15	Damage Bonus: 2
Mobility: 15/21	Combat Strength: 33
Size: 12 (2.4m)	Encounter Group: 1-2

Special: magical weapons to be hit.

Combat Details: 2 * 130% - hoof 1d8 + 4



Pegasi are winged, white horses descended from the race of mythical winged horses. They are very intelligent, good creatures that abide in remote woods or plains. They are rarely encountered and will avoid evil creatures. They will, however, sometimes serve as steeds for very good characters. The Pegasus can understand all spoken languages and can never be tamed. They may, however, offer their services but can never be induced to do so. The Pegasus can be kept at bay by a PAIN OF VILLAINOUS NATURE spell.

PIT BEAST

Level: 3	Hit Points: 20
Karma Influence: 40%	Armour: 50
Power: 5	Dodge: 0%, -25%
Intelligence: 0	Damage Bonus: 0
Mobility: 0	Combat Strength: 37
Size: 15 (3.0m)	Encounter Group: 2-5



Special: surprise 1-4

Combat Details: 95% - bite 2d6

A Pit Beast is roughly semispherical in shape, but little is usually seen of it as it lives in the ground with its flat top surface blending in with the surrounding terrain. This flat surface is actually the cover to the beast's inside. As a creature walks over the Pit Beast's surface, the cover opens and drops the creature into the Beast's gaping jaw where the victim will have no melee dodge as the sharp teeth of the Beast go to work. If the victim fits within the Beast, the cover will close, trapping the victim inside. Otherwise the Beast will wait until the victim is sufficiently devoured before closing its cover. A Pit Beast can swallow whole any creature with a size of 8 or less.

PIXIE

Level: 2	Hit Points: 10
Karma Influence: 35%	Armour: 0
Power: 10	Dodge: 25%, 35%
Intelligence: 8	Damage Bonus: 0
Mobility: 15	Combat Strength: 30
Size: 3 (0.6m)	Encounter Group: 1

Special: Invisibility, 75% - Furtive Movement
 Combat Details: 80% - dagger 1d4 + 2

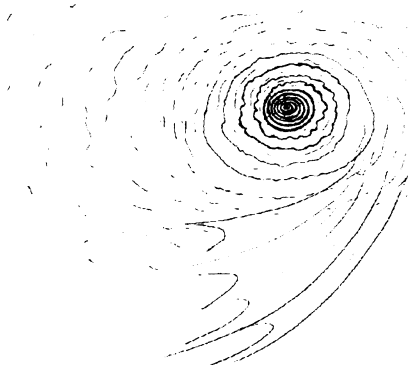
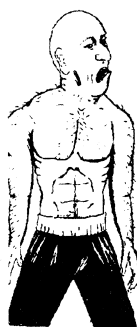
Pixies are spirits of the woods and appear as small men clad in brown and/or green clothes. They usually keep to themselves and will only resort to combat in the direst of circumstances. If they are threatened or their domain is damaged they will try to escape from direct confrontation and take retribution later. This usually takes the form of disturbing camps, stealing packs, letting horses free, or guiding more sinister creatures towards the offenders. They are usually successful with these tasks as they are well practised in Furtive Movement and can become invisible at will, as a MANTLE OF OBSCUREMENT spell.



POLTERGEIST

Level: 7	Hit Points: 30
Karma Influence: 60%	Armour: 0
Power: 10	Dodge: 0%, 100%
Intelligence: 10	Damage Bonus: 0
Mobility: 6	Combat Strength: 63
Size: 0	Encounter Group: 1-6

Special: telekinesis, 100 encumbrance, 200m. non-corporeal.
 Combat Details: 175% - energy bolt 2d6

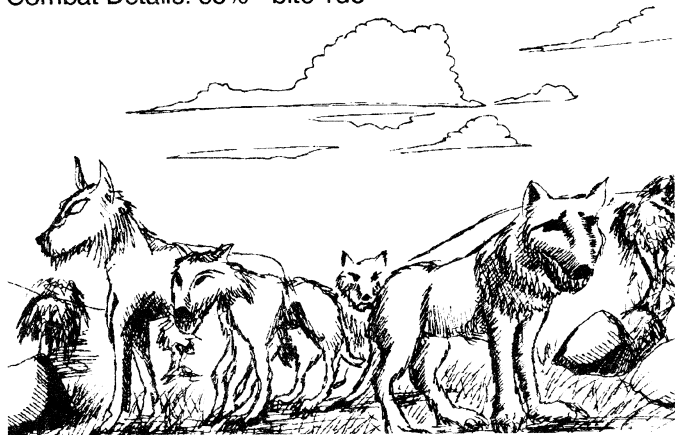


Poltergeists are non-corporeal and are held to the Natural World by some material object which they must protect and cannot leave until the object has been destroyed (burnt, disintegrated, crushed etc.). They are not able to move further than 100m from the object and if the object is moved the Poltergeists will move with it. When in combat they appear as soft glowing light surrounded by smoke. Once per round they are able to launch a bolt of psychokinetic energy causing 2d6 hit points of damage directly on the body of the victim, striking as a fast projectile. They are able to levitate objects of up to two hundred encumbrance and move them distances of up to two hundred metres from themselves. Living creatures are allowed to influence their Karma at -10% to avoid being levitated and if hurled through the air will suffer 1d6 hit points from their body.

QUAVAL

Level: 3
 Karma Influence: 40%
 Power: 5
 Intelligence: 5
 Mobility: 15
 Size: 8 (1.6m)
 Special: nil
 Combat Details: 95% - bite 1d8

Hit Points: 15
 Armour: 20
 Dodge: 20%, 10%
 Damage Bonus: 0
 Combat Strength: 35
 Encounter Group: 6-26

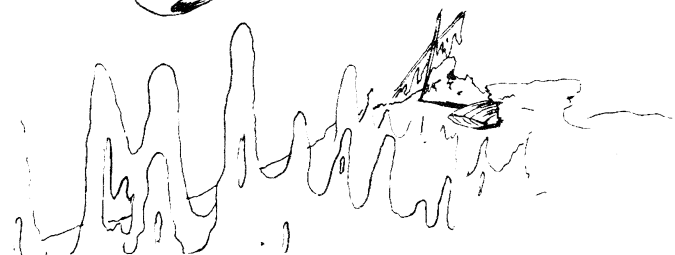
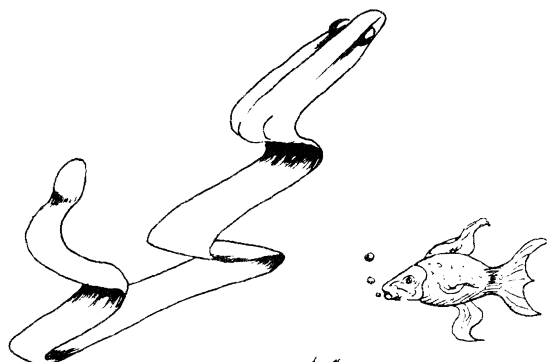
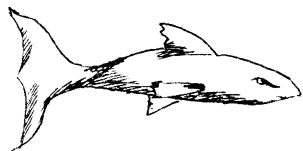


Quavel are wild pack dogs that prey on domestic herds and flocks and can be found in any clime near civilisation where food is plentiful. When particularly hungry they are also known to attack small settlements in search of food. They are vicious fighters and always attempt to attack the throats of their victims.

QUELDON

Level: 7
 Karma Influence: 60%
 Power: 8
 Intelligence: 6
 Mobility: 0/0/18
 Size: 200 (40.0m)
 Special: immune to all poison
 Combat Details: 175% - bite 2d6

Hit Points: 35
 Armour: 30
 Dodge: 0%, -25%
 Damage Bonus: 0
 Combat Strength: 42
 Encounter Group: 1-2

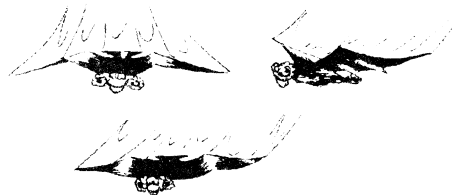


Queldon are giant flat sea worms that are usually peaceful in nature. They range in colour from a deep purple to a bright blue-green and abide in any body of salt water but generally prefer depths of at least ten metres. They will attack water vessels only if they themselves are attacked. If it is possible to communicate with them they can often be pressed into service to tow disabled ships. They and Giant Sea Snakes have a mutual hatred for each other and if a Queldon sees one of these snakes it will pursue and attack it. They are immune to all forms of poison.

RAMBAT

Level: 2
 Karma Influence: 35%
 Power: 5
 Intelligence: 3
 Mobility: 3/15
 Size: 6 (1.2m)
 Special: nil
 Combat Details: 80% - butt 1d6 + 2

Hit Points: 15
 Armour: 10
 Dodge: 10%, 20%
 Damage Bonus: 0
 Combat Strength: 30
 Encounter Group: 2-8



Rambats appear as large, normal bats but with the head of a ram with curling horns. Unlike many other bats, they usually roost in deserted buildings or caves at night and hunt during the day as they do not have enhanced night vision. They fly in small groups and usually attack lone animals or injured victims. To attack, they swoop on their prey, one after another, each ramming into its victim with its strong head. Once they fell a victim they land to start feeding.

RAT. Giant Rat

Level: 3
 Karma Influence: 40%
 Power: 1
 Intelligence: 5
 Mobility: 12
 Size: 10 (2.0m)
 Special: nil
 Combat Details: 2 * 65% - claw 1d6, 75% - bite 1d10

Hit Points: 25
 Armour: 50
 Dodge: 0%, 0%
 Damage Bonus: 0
 Combat Strength: 50
 Encounter Group: 1-2



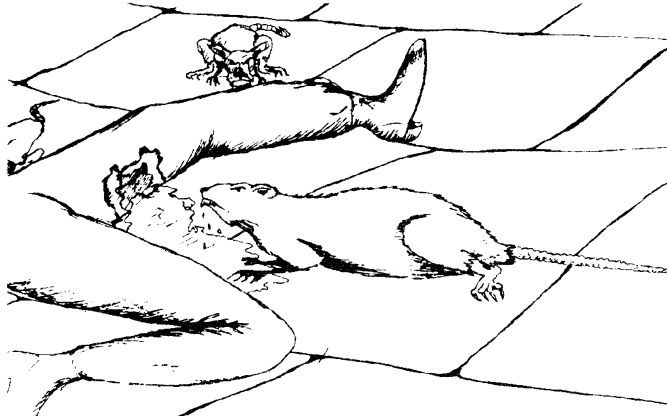
Giant Rats are similar in appearance to their smaller cousins, the domestic rats. They inhabit any clime and are fierce predators. They rarely travel in packs, however, preferring to roam as mated pairs. Females and

males have the same attack abilities. Their hides are durable and make good leather.

RAT. Huge Rat

Level: 1
Karma Influence: 30%
Power: 1
Intelligence: 3
Mobility: 12
Size: 3 (0.6m)
Special: leap 60%
Combat Details: 65% - bite 1d4

Hit Points: 6
Armour: 10
Dodge: 5%, 35%
Damage Bonus: 0
Combat Strength: 24
Encounter Group: 4-24

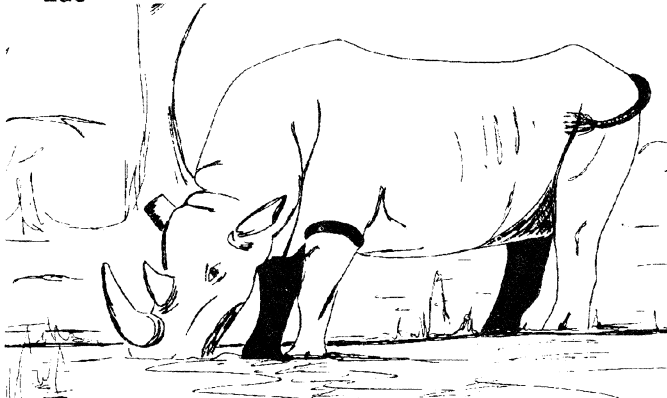


Huge Rats appear much the same as their smaller cousins and can be found in any clime except arctic areas. They often scavenge for food but are also known to attack prey in search of fresh meat. They are normally found in packs of up to twenty-four and will always attack fearlessly. They are able to leap up to two metres and often attack by leaping onto their prey trying to force it to the ground where they can devour it more easily. There is a 5% cumulative chance per rat that is successful with its leap that the victim will fall.

RHINOCEROS

Level: 6
Karma Influence: 55%
Power: 4
Intelligence: 3
Mobility: 12
Size: 25 (5.0m)
Special: charge
Combat Details: 2 * 120% - trample 1d8 + 6, 130% - horn 2d6

Hit Points: 45
Armour: 80
Dodge: 0%, -25%
Damage Bonus: 4
Combat Strength: 77
Encounter Group: 1-3



Rhinoceroses are hulking, four legged animals with extremely tough grey/brown hides, little intelligence, and one horn protruding from their foreheads. They generally inhabit dry, arid, temperate areas. There is one species, however, that abides in frozen tundra areas. All are fairly

timid unless they are threatened, in which case they become extremely aggressive. They will charge at victims causing trampling and horn damage but extra damage with their horn only. Once in combat they will trample and gore their victims until one or the other is dead.

RIDER

Level: 3
Karma Influence: 40%
Power: 5
Intelligence: 5
Mobility: 18
Size: 15 (3.0m)
Special: nil
Combat Details: 95% - bite 1d6

Hit Points: 25
Armour: 30
Dodge: 0%, -25%
Damage Bonus: 2
Combat Strength: 32
Encounter Group: 2-8



Riders appear as tall ostriches in shape with heads similar to those of camels, powerful legs and bodies but no wings. They also have short strawlike tails. There are two species of these creatures, one living in arctic regions and the other in desert areas. They are often used by denizens of these areas as steeds to travel quickly across the harsh terrain. When in combat they are able to bite at opponents with their sharp teeth. Riders are easily tamed and seem to have a natural affinity with humanoids. However, they avoid all forms of Goblins.

ROC

Level: 7
Karma Influence: 60%
Power: 8
Intelligence: 6
Mobility: 3/15
Size: 150 (30.0m)
Special: nil
Combat Details: 2 * 145% - claw 2d6 + 2, 155% - bite 2d8

Hit Points: 45
Armour: 30
Dodge: 0%, -25%
Damage Bonus: 2
Combat Strength: 52
Encounter Group: 1-2

Rocs are huge mythical birds which generally inhabit high rocky crags and mountain slopes. They have wingspans of up to forty metres and are able to carry objects up to the size of an elephant. They usually do not interfere with other creatures unless searching for prey. If they are caught as hatchlings they can be tamed and trained as steeds. In combat a Roc can use its talons when flying past or its powerful beak when on the ground. It is

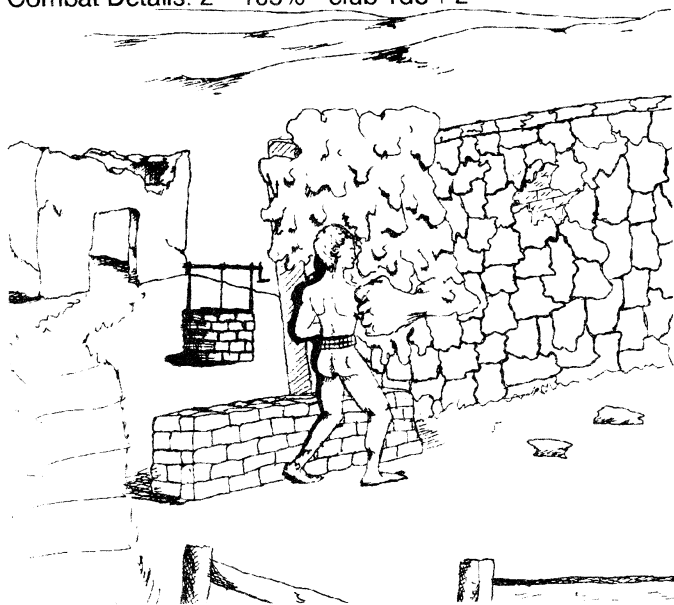


unable to use its beak when flying or its talons while on the ground. If both claws hit a single victim in any one round then the victim must perform a successful Karma Influence or be picked up by the Roc.

ROCKAMORE

Level: 5
Karma Influence: 50%
Power: 2
Intelligence: 13
Mobility: 3
Size: 13 (2.6m)
Special: spell resistance
Combat Details: 2 * 105% - club 1d8 + 2

Hit Points: 35
Armour: 150
Dodge: 0%,-15%
Damage Bonus: 2
Combat Strength: 105
Encounter Group: 1



Rockamores appear as large slabs of stone. They are very intelligent and speak most languages. They have a highly developed sense of touch and are thus able to sense the presence of a creature through vibrations in the walls, floor and air etc. as they have no eyes. They are of evil disposition and will attack relentlessly with two powerful pseudopods. They are not affected by any spells which rely on sight. They can be kept at bay by a RIGHT OF MARTYRDOM spell.

SABRE PLANT

Level: 3
Karma Influence: 40%
Power: 1
Intelligence: 1
Mobility: 0
Size: 15 (3.0m)
Special: nil
Combat Details: 2 * 65% - tentacle, 75% bite 3d6

Hit Points: 30
Armour: 20
Dodge: 0%,-25%
Damage Bonus: 0
Combat Strength: 32
Encounter Group: 1



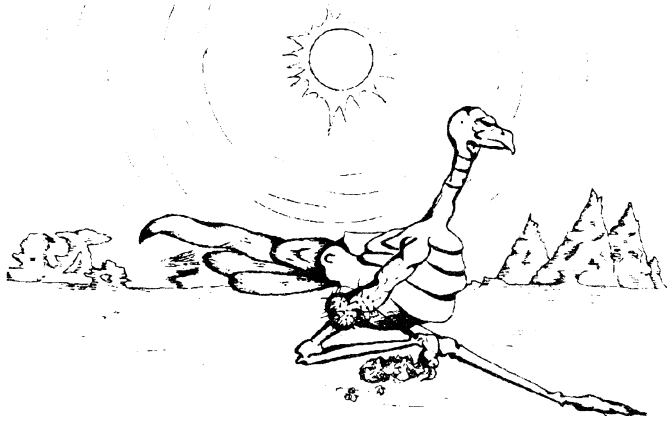
A Sabre Plant appears as a large woody tree with several dead limbs. It is a form of fungus and can be found in any damp underground area. When a victim approaches within ten metres, the plant lashes out with its tentacles and attempts to grasp the victim. If either tentacle hits, then the victim will be drawn towards the plant's mouth where it will attempt to devour its prey. To avoid being dragged within range of the plant's mouth, a victim must perform a successful Karma Influence for each tentacle that hits.

SAND DERVISH

Level: 7
Karma Influence: 60%
Power: 10
Intelligence: 15
Mobility: 15
Size: 15 (3.0m)
Special: nil
Combat Details: 2 * 155% - club 2d10 + 4

Hit Points: 40
Armour: 60
Dodge: 50%,-25%
Damage Bonus: 4
Combat Strength: 78
Encounter Group: 1

Sand Dervishes are a uniform grey in colour and appear as armour plated ostriches with club-like appendages rather than wings. They can be found in any dry, rocky or sandy area. They eat rock and are one of the few silicon based life forms in the world. They are extremely aggressive towards all organic life forms and will always attack these creatures. Sand Dervishes live a solitary life and gather once every twenty-five years to breed. They lay



eggs which hatch in about five years. These eggs are left buried deep in the rocky terrain to hatch. Sand Dervishes live up to 400 years and speak their own language.

SAND MONSTER

Level: 7	Hit Points: 50
Karma Influence: 60%	Armour: 100
Power: 2	Dodge: 0%,-25%
Intelligence: 8	Damage Bonus: 4
Mobility: 6	Combat Strength: 140
Size: 20 (4.0m)	Encounter Group: 1-4
Special: heat generation	
Combat Details: 2 * 145% - claw 2d6 + 4, 155% - bite 1d8	



Sand Monsters appear as large red crab-like creatures with two powerful claws at the front with which they grapple or spring at their prey. They are extremely ferocious predators. They have a love of jewels and gold and will generally be found in their lairs which are hollowed out areas in a sandy environment. They are able to leap out of their lair up to ten metres and attack with a bite once every ten rounds. They are able to generate heat that causes the

sand in which they live to become very hot, causing 1d6 hit points directly on any creature that falls into a lair. Any creature in the lair of a Sand Monster can be attacked every round and can not get out of the lair until a successful Karma Influence attempt is performed. Sand Monsters are unaffected by any extremely high temperatures.

SATYR

Level: 3	Hit Points: 15
Karma Influence: 40%	Armour: 20
Power: 10	Dodge: 30%,0%
Intelligence: 12	Damage Bonus: 1
Mobility: 15	Combat Strength: 35
Size: 10 (2.0m)	Encounter Group: 4-24
Special: charm, 100% - Furtive Movement	
Combat Details: (95% - butt 1d6 + 1) or (95% - spear 1d10 + 2)	



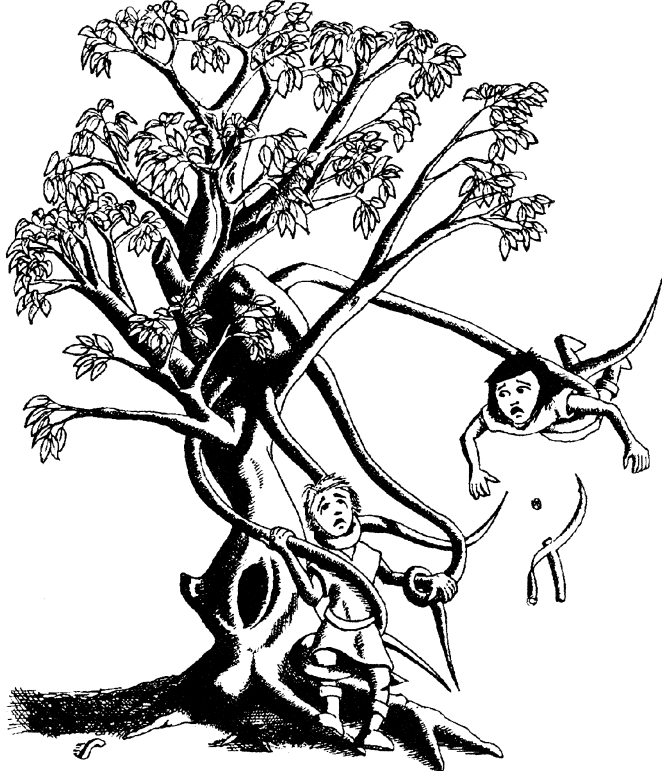
Satyrs are strange mythical creatures. Their upper body is similar to that of a Human male and their lower body and two legs are similar to those of a goat. They have pointed, monkey-like ears and two small horns on their heads. They are typically found in small clans living in woods, forests or on tree covered mountain slopes. They are generally mischievous creatures and delight in music and dance, always carrying some form of small instrument, typically a type of wooden pipe. Any creatures who hear the Satyrs playing must perform a successful Karma Influence or become enchanted with the lively melody. They will then join in the dance. This dance will usually last for several hours (1d4 + 2) by the end of which all enchanted creatures will fall to the ground asleep, exhausted by their exertions. When the victims awake they will usually have all their valuable coins, jewellery, gems and other precious items stolen by the Satyrs who will have departed the scene. Because Satyrs are woodland spirits they may never leave the close proximity of their woods or forests. In their domain they have a high Furtive Movement skill. They will

usually flee from trouble if they can not involve their antagonists in a dance. But, if forced to fight, they will usually butt with their horns or use spears as thrusting or throwing weapons. Satyrs have their own language and can also speak the local Human tongue and Elven.

SCILA VINE

Level: 1
Karma Influence: 30%
Power: 5
Intelligence: 1
Mobility: 0
Size: 10 (2.0m)
Special: digestion 2d6
Combat Details: 4 * 35% - lashing vine 1d4

Hit Points: 15
Armour: 20
Dodge: 0%,0%
Damage Bonus: 0
Combat Strength: 25
Encounter Group: 1-4

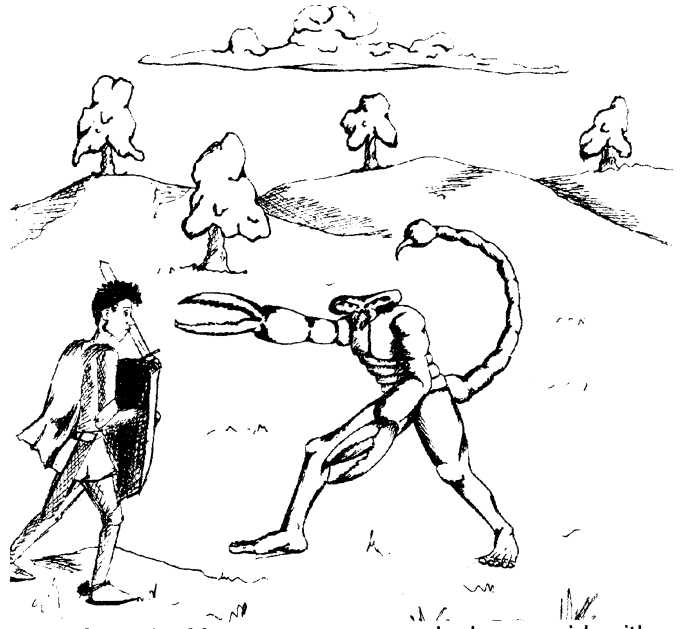


A Scila Vine is a large plant that has a vague awareness. It has a small trunk (about 2m) which is attached to a larger tree and is usually high off the ground. It has four very long vine-tentacles that hang to the ground below. As creatures pass near these hanging tentacles, the tentacles lash out at the victims. If two or more tentacles successfully hit a single victim, that victim will be lifted from the ground a distance of ten metres and a further ten metres each round thereafter until the Vine's trunk is reached. The victim will then be thrust against the trunk which is covered in a very sticky digestive substance which will cause 2d6 hit points of damage each round to all material in contact with it. This adhesive juice can only be dissolved with water and the victim can not otherwise break free. If rain falls on the Vine's trunk any attached material will be set free and fall to the ground below, so there will usually be a scattering of bones and assorted objects near the base of each Scila Vine's tree.

SCORPIO MAN

Level: 6
Karma Influence: 55%
Power: 8
Intelligence: 6
Mobility: 9
Size: 12 (2.4m)
Special: fatal poison sting
Combat Details: 2 * 120% - claw 1d8 + 6, 130% - sting 1d8 + 4

Hit Points: 35
Armour: 80
Dodge: 30%,-10%
Damage Bonus: 4
Combat Strength: 81
Encounter Group: 1



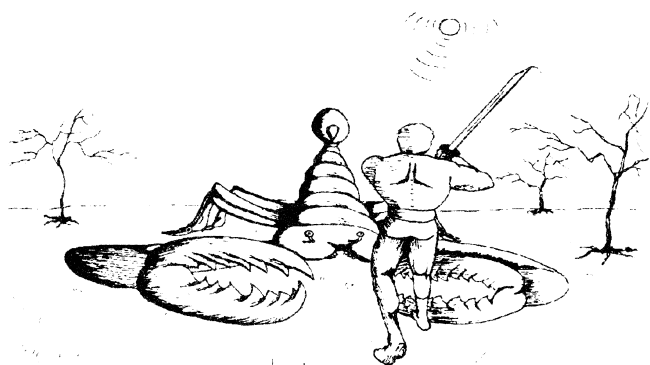
A Scorpio Man appears vaguely humanoid with a human lower body but its upper torso, arms, and head look like those of a large scorpion. It also has a large tail, tipped with a deadly sting. The flesh is extremely hard and chitinous giving their high armour level. Scorpio Men are generally found in remote wilderness areas or arid mountain ranges. The species is one of a mutated race of humanoids which was created by a religious sect as a sacrifice to the scorpion god. Although the sect is rumoured to still exist it has lost the knowledge of how to create Scorpio Men. These creatures are able to breed amongst themselves but are very rare. In combat they are able to strike powerfully with their two claws. They can also swing their tails at the same opponent or some other opponent within three metres. They can speak brokenly in the local Human tongue and also have their own form of crude language.

SCORPION. Giant Scorpion

Level: 4
Karma Influence: 45%
Power: 6
Intelligence: 3
Mobility: 12
Size: 15 (3.0m)
Special: serious poison sting
Combat Details: 2 * 80% - claw 1d8 + 2, 90% - sting 3d4

Hit Points: 25
Armour: 60
Dodge: 50%,-25%
Damage Bonus: 2
Combat Strength: 63
Encounter Group: 1

Giant Scorpions are aggressive creatures that attack all victims that infringe upon their territory. They can be found in any clime even arctic regions where a rare species lives. They have a strong exo-skeleton and two powerful front claws used to slash at prey. These claws, however, can not be lifted very high therefore they will not be able to strike



at a mounted character but would rather strike at the horse. The sting does not have this restriction. If the sting penetrates a victim's armour it will inject a poison equivalent to a serious poison. If a Giant Scorpion is slain and the poison sack taken there will be enough poison to cover two long swords, twenty arrow heads etc.

SCREE SLOPE

Level: 3
Karma Influence: 40%
Power: 2
Intelligence: 3
Mobility: 1
Size: 50 (10.0m)

Hit Points: 30
Armour: 110
Dodge: 0%, -25%
Damage Bonus: 0
Combat Strength: 77
Encounter Group: 2-8

Special: can not be slain until all hit points are lost.
Combat Details: 95% - bite 2d6



A Scree Slope is a silicon life form that appears as the loose rubble and rocks often found on hill sides. When more than one are encountered they will appear joined as one large patch of rock and rubble. As a creature walks over a Scree Slope it is able to move its flesh which gives the impression that the rocks are slipping. The slip will not be very great but it will take all victims towards the mouth of the creature which is on the downhill edge. Each creature must perform a successful Karma Influence or be drawn

towards the mouth where it will be attacked by slashing rock teeth. Because of the nature of a Scree Slope it has no body locations and must be injured for its total hit points before it can be slain.

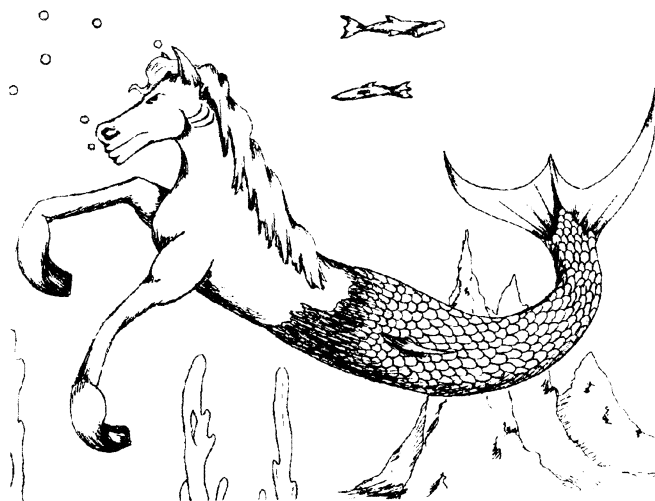
SEA STEED

Level: 2
Karma Influence: 35%
Power: 4
Intelligence: 6
Mobility: 0/0/21
Size: 12 (2.4m)

Hit Points: 15
Armour: 20
Dodge: 30%, -10%
Damage Bonus: 0
Combat Strength: 31
Encounter Group: 2-8

Special: nil

Combat Details: 2 * 60% - hoof 1d6



Sea Steeds have the upper body of a horse and the lower body of a fish. Although they can not move about on land they are amphibious, able to breath under water or above the surface. They are fairly timid creatures and tend to shy away from humanoid contact. They do, however, show some affinity with Mermen and are often used as steeds by these creatures. They are able to rise up and strike at opponents with their two front hooves.

SHADOW STEED

Level: 6
Karma Influence: 55%
Power: 10
Intelligence: 5
Mobility: 12/21
Size: 15 (3.0m)

Hit Points: 35
Armour: 70
Dodge: 50%, -25%
Damage Bonus: 2
Combat Strength: 78
Encounter Group: 1-6

Special: nil

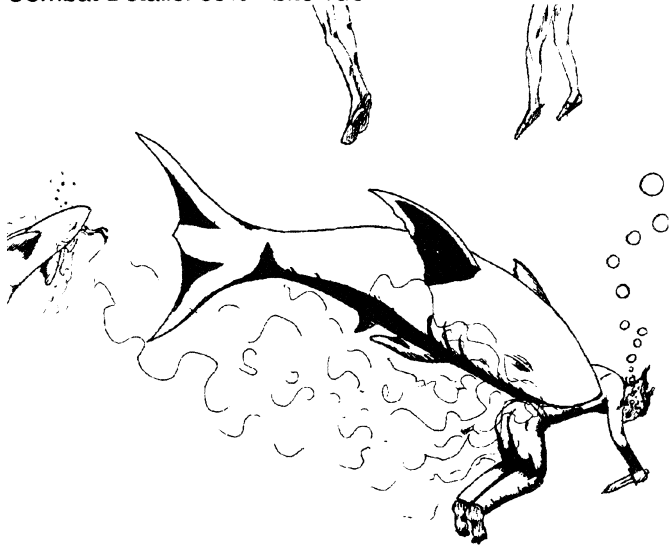
Combat Details: 2 * 120% - claw 1d8 + 4, 130% bite 2d4



A Shadow Steed is a dark, hideous creature, an evil mutation of horse and bird. Its body and legs are those of a horse while its shoulders, head, wings and talons are those of a bird. These creatures usually inhabit remote, unpopulated areas and will attack any creature entering their domain. They will sometimes attack herds of domestic animals for food.

SHARK. Small, medium, large Shark

Level: 2 Hit Points: 20
 Karma Influence: 35% Armour: 40
 Power: 2 Dodge: 30%,0%
 Intelligence: 2 Damage Bonus: 2
 Mobility: 0/0/21 Combat Strength: 50
 Size: 10 (2.0m) Encounter Group: 2-12
 Special: killing frenzy
 Combat Details: 80% - bite 1d6

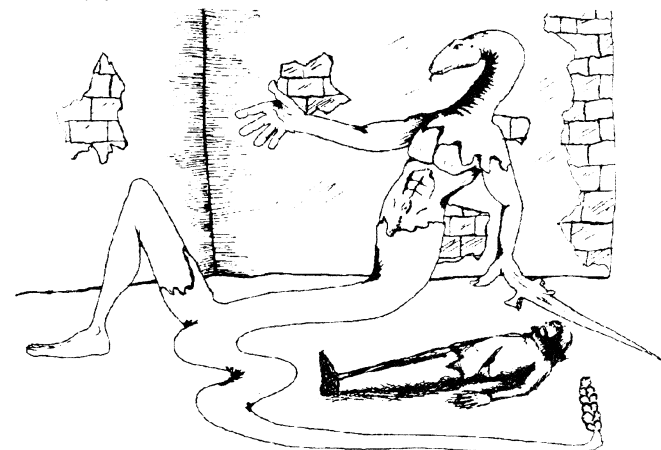


Sharks are vicious predators that can be found in any large body of salt water. They have good senses and are able to detect prey up to two kilometres distant. When a shark attacks and draws blood it must perform a successful Karma Influence or go into a killing frenzy. If it does go into this killing frenzy it will forgo all dodge and will lock its jaws onto the victim, causing maximum damage each round until it or the victim is dead.

Medium/Large - level 3/4, encounter group 1-4/1, hit points 30/40, dodge 55%,-25%, size 20/30, power 4/6, Attack% 95%/110%, bite 1d8/1d10, combat strength 60/70

SHIFTER

Level: 7 Hit Points: 25
 Karma Influence: 60% Armour: variable
 Power: 20 Dodge: variable
 Intelligence: 20 Damage Bonus: 2
 Mobility: variable Combat Strength: 100
 Size: variable Encounter Group: 1
 Special: shape shift, regenerate
 Combat Details: (2 * 145% - claw 2d6 + 2, 155% - bite 2d6) or (by transformed type)



A Shifter can change its shape at will and can impersonate any non-magical or mythical creature. No one knows what a Shifter's natural form is and there is only a 5% chance that a Shifter will be determined as such unless a REVELATION spell is used. Shifters are highly intelligent but will never co-operate or associate with other Shifters. It takes but three rounds for Shifters to change their form. They enjoy spreading fear into their victims' hearts before eating them and will often tease their victims. They are carnivorous and prefer humanoid flesh. They can only be hit by weapons of a magical nature and when in the guise of another creature they have that creature's mobility, dodge, size and natural armour. They are virtually immortal and regain their full hit points whenever they change form.

SIREN

Level: 4 Hit Points: 15
 Karma Influence: 45% Armour: 10
 Power: 10 Dodge: 20%,0%
 Intelligence: 10 Damage Bonus: 0
 Mobility: 3/0/12,3/12/6 Combat Strength: 26
 Size: 10 (2.0m) Encounter Group: 4-16
 Special: charming song - 1km
 Combat Details: nil



A Siren is a mythical creature of two possible forms. Each form has the head and bust of a woman but one has the wings and body of a sea bird while the other has the lower body of a fish. Sirens are found in any rugged, remote, coastal area including isolated islands. They are unable to directly attack their victims but rather sing their beautiful song which will charm all humanoids within one kilometre that fail their Karma Influence. All charmed creatures will do all in their power to get to the Sirens' lair. Here they will be unable to resist the call of the Sirens' voices and will be devoured. Any creature that is unable to hear the song will be unaffected and the playing of a magical Minstrel's Lute will negate the effects of the song within the range of the lute.

SITH LIZARD

Level: 6 Hit Points: 30
 Karma Influence: 55% Armour: 80
 Power: 10 Dodge: 10%,-10%
 Intelligence: 16 Damage Bonus: 3
 Mobility: 9/0/12 Combat Strength: 70
 Size: 12 (2.4m) Encounter Group: 1-4
 Special: energy bolt. 1d10 + 10
 Combat Details: 160% - + 2 Sith axe 2d6 + 5



Though Sith lizards appear similar to Iguanodons, appearing as scaly humanoids with webbed feet and hands, they hate these lizard creatures and go out of their way to kill them. They are very intelligent and generally form strictly disciplined clans around bodies of water as they are powerful swimmers. They are carnivorous and enjoy fresh meat. Their Sith axe has a glowing handle that, when in the hands of a Sith Lizard, charges with electrical energy. This can be discharged as a bolt of energy with a range of thirty metres, doing 1d10 + 10 hit points of damage. It will take ten rounds to recharge. The axe only has its +2 bonus when in the hands of a Sith Lizard. These creatures speak their own language and 10% of them will be able to speak the local human tongue.

SLUMBER MOULD

Level: 3
Karma Influence: 40%
Power: 1
Intelligence: 0
Mobility: 0
Size: 5 (1.0m)
Special: anaesthetic effect. decompose 1 hit point/5 rounds.
Combat Details: nil



Slumber Mould is a brown dusty spore organism. It is found in any dry forest or underground area. At the slightest disturbance, a footstep etc., the Mould will flurry about in

a large cloud. Any creature within this cloud, 2m radius sphere for every Mould present, must perform a successful Karma Influence or become unconscious for 3d4 hours. A successful attempt means that the victim is slowed for 2d6 rounds, as a CURSE OF TARDY ACTION spell. Any creature that becomes unconscious will fall into the Mould. The Mould will then cover the victim and begin to decompose all organic substance that is exposed. This will kill the victim before it regains consciousness, unless it is dragged from the Mould and washed liberally with water. Dragging anything from the Mould will cause the Mould to flurry about again. The Mould can only be killed by covering it in water. Any other form of attack will probably cause the mould to flurry about.

SLUMBER TREE

Level: 3
Karma Influence: 40%
Power: 2
Intelligence: 4
Mobility: 0
Size: 20 (4.0m)
Special: anaesthetic aroma. crushing damage 1d4 hit points/10 rounds.
Combat Details: nil

Hit Points: 30
Armour: 50
Dodge: 0%,-25%
Damage Bonus: 0
Combat Strength: 47
Encounter Group: 3-12



Slumber Trees appear as any type of tree typical of the terrain in which they are found. They can be encountered in any area where trees naturally exist and will live in an area that is normally sheltered from wind. The flower of the trees produces a very strong, sweet aroma which causes any creature that remains in the area for more than ten

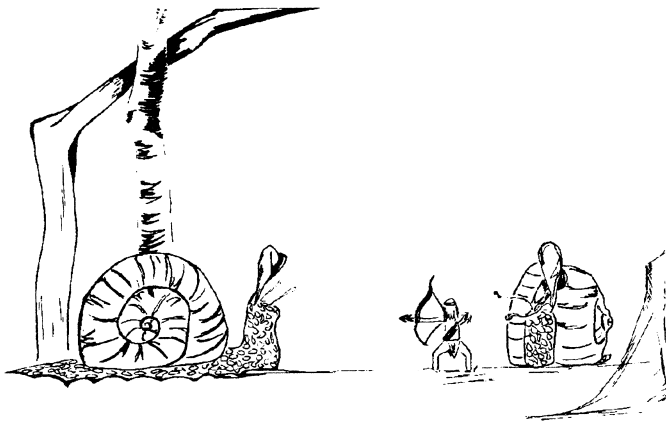
rounds to fall into unconsciousness unless a successful Karma Influence attempt is performed. If the attempt is successful the victim becomes very drowsy and is affected as an effective DROWSINESS spell for 2d6*10 rounds. If all victims become unconscious the trees will reach out with long, tough branches, grasp the victims and drag them into hollows under the trees. Here they will be crushed and then digested at a rate of 1d4 hit points every ten rounds. This attack ignores any armour that the victim may be wearing.

SNAIL. Giant Snail

Level: 2
Karma Influence: 35%
Power: 2
Intelligence: 2
Mobility: 3
Size: 20 (4.0m)
Special: nil
Combat Details: 2 * 60% - club 2d4

Hit Points: 25
Armour: 120
Dodge: 0%,-25%
Damage Bonus: 0
Combat Strength: 77
Encounter Group: 2-8

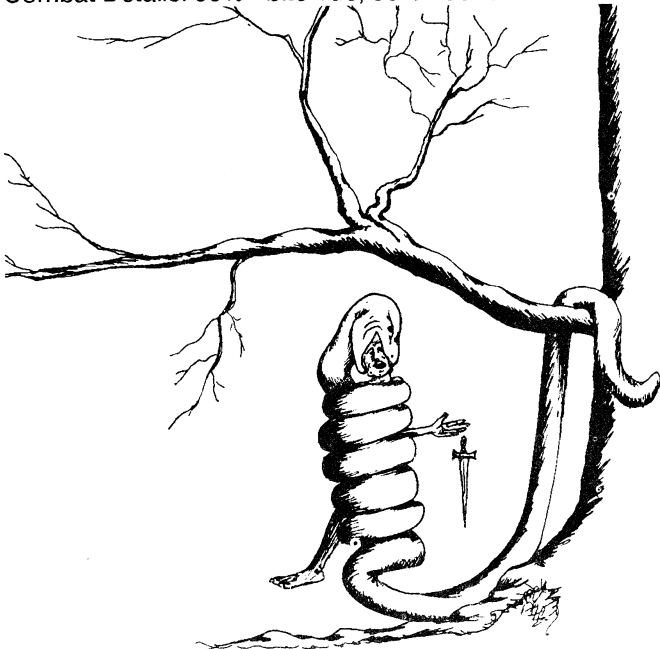
Giant Snails are carnivorous creatures that live in tropical or temperate forests and hunt small animals for food. They will attack larger animals if threatened. They have extremely hard shells that protect them when they withdraw their bodies into them. Their soft body is



considered to be their head, neck, chest, abdomen, and arms and has an armour value of only thirty. When in combat they can form two pseudo pods out of this soft body which they use to club their victims. If they are seriously injured they will withdraw into their shell to heal. If they are killed, their shells can be scraped out and fitted with floatation devices in various places to make a strong seaworthy vessel that can fit three people. It is very difficult however to steer these craft so they can only drift with the currents.

SNAKE. Giant Constrictor Snake

Level: 4	Hit Points: 40
Karma Influence: 45%	Armour: 50
Power: 4	Dodge: 25%, -25%
Intelligence: 3	Damage Bonus: 4
Mobility: 9	Combat Strength: 65
Size: 50 (10.0m)	Encounter Group: 1
Special: surprise 1-4	
Combat Details: 90% - bite 1d8, 90% - constriction 2d6 + 4	

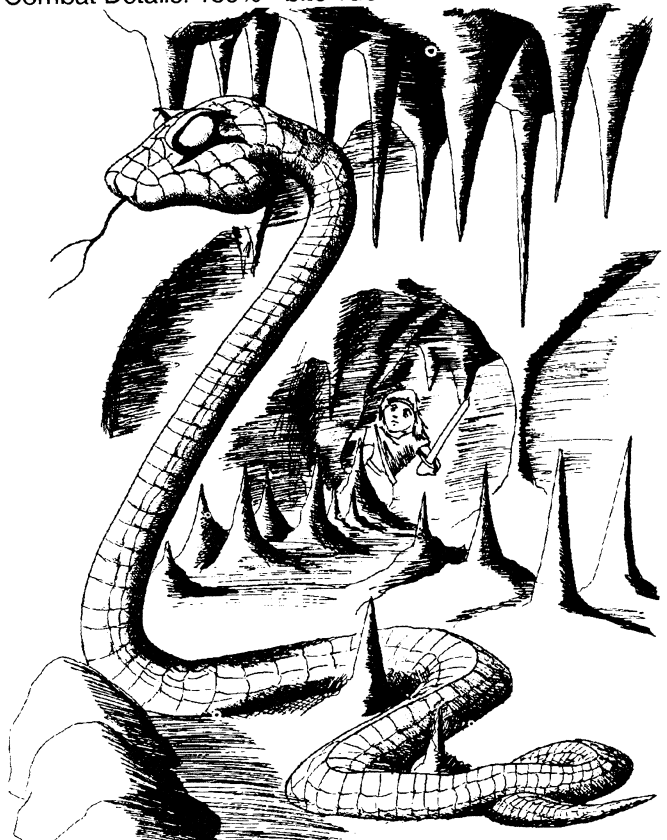


Giant constrictor snakes appear as giant mottled green snakes and can be found in any area where there are ample trees. They are able to attack with a vicious bite but generally prefer to attack by entrapping a victim by lowering themselves from tree limbs onto the victim passing beneath. When a constrictor attacks in this way it surprises its victims on a 1-4 chance. After it has entrapped a victim, which takes but one round, the snake can constrict

for 2d6 + 4 hit points of damage each round until it or its victim is dead. It will then pull the victim up into the tree and swallow it whole.

SNAKE. Giant Poisonous Snake

Level: 6	Hit Points: 35
Karma Influence: 55%	Armour: 50
Power: 12	Dodge: 45%, -25%
Intelligence: 10	Damage Bonus: 0
Mobility: 15	Combat Strength: 66
Size: 30 (6.0m)	Encounter Group: 1
Special: serious poison	
Combat Details: 150% - bite 1d8 + 2	

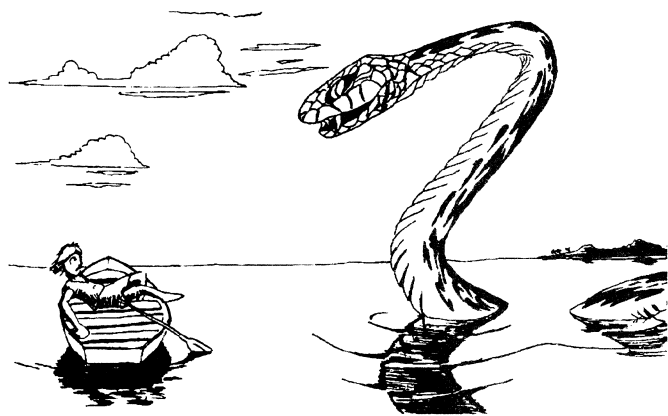


Giant poisonous snakes are similar to normal snakes in appearance except for their larger size. They can be found in any area but prefer warm climes and darkened areas away from direct sunlight. They are aggressive when disturbed. They strike at their victims and inject a serious poison if their bite is successful in drawing blood.

SNAKE. Giant Sea Snake

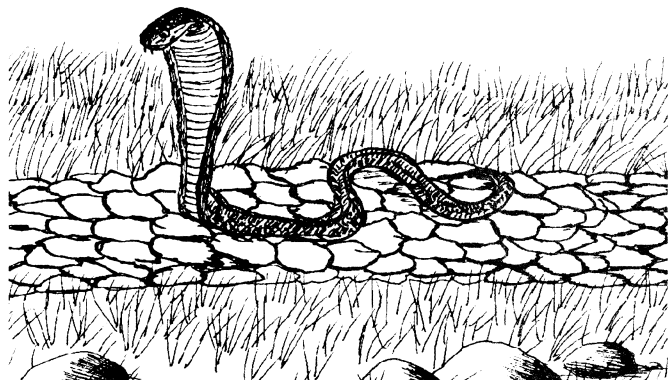
Level: 7	Hit Points: 60
Karma Influence: 60%	Armour: 40
Power: 5	Dodge: 25%, -25%
Intelligence: 5	Damage Bonus: 0
Mobility: 0/0/15	Combat Strength: 80
Size: 150 (30.0m)	Encounter Group: 1
Special: fatal poison	
Combat Details: 175% - bite 2d6 + fatal poison.	

Giant Sea Snakes appear as huge snakes with a green and brown mottled skin. They can be found in any large body of salt water and are aggressive predators, often attacking small water craft in search of prey. Their mortal enemies are Qeldon which they will attack on sight, ignoring any other prey.

**SNAKE. Poisonous Snake**

Level: 2
 Karma Influence: 35%
 Power: 2
 Intelligence: 3
 Mobility: 18
 Size: 8 (1.6m)
 Special: serious poison, +1 initiative
 Combat Details: 80% - bite 1d6

Hit Points: 10
 Armour: 10
 Dodge: 40%, 10%
 Damage Bonus: 0
 Combat Strength: 31
 Encounter Group: 1-2



Poisonous snakes can be found in any clime. They are extremely quick and therefore gain +1 on all initiative rolls. If a Poisonous Snake's bite penetrates a victim's armour then the serious poison is injected. It is almost impossible for a character that has had minimal experience with snakes to determine if a snake is poisonous or not. Normal snakes are similar to poisonous snakes in every respect except for the absence of poison.

SODOM GOMORRAH

Level: 7
 Karma Influence: 60%
 Power: 15
 Intelligence: 8
 Mobility: 9
 Size: 20 (4.0m)

Hit Points: 40
 Armour: 80
 Dodge: 0%, -25%
 Damage Bonus: 0
 Combat Strength: 72
 Encounter Group: 1



Special: gaze turns to salt

Combat Details: 175% - bite 2d6

A Sodom Gomorrah appears as a great lizard with six legs and powerful jaws. Its eyes are completely black. They can be found in any dark area away from direct sunlight and are greatly feared because of their petrifying gaze. Anyone approaching within twenty metres of one must perform a successful Karma Influence to avoid looking into the eyes of the creature. If the attempt is unsuccessful the victim is turned into a pillar of salt. If a combatant averts its eyes it has no melee dodge and all its Attack% are reduced to one fifth of their normal value. If an attempt is made to get a Sodom Gomorrah to look at its own reflected gaze there is a 10% chance each round that the attempt will be successful. Once dead, a Sodom Gomorrah loses its ability to turn victims to salt.

SPASHA-PHOBY

Level: 2
 Karma Influence: 35%
 Power: 6
 Intelligence: 9
 Mobility: 12/12
 Size: 6 (1.2m)
 Special: 100% - climb
 Combat Details: 80% - javelin 1d8 + 1

Hit Points: 10
 Armour: 40
 Dodge: 10%, 20%
 Damage Bonus: 0
 Combat Strength: 40
 Encounter Group: 1d8, 8d8



Spasha-Phoby are humanoids with small thick skinned bodies and webbed hands and feet, ranging in colour from green to mottled brown. Sometimes called Frog Men, they live in small clans around rivers, lakes, and swamps. They rarely associate with Spasha Phobies of a different colour. They are extremely agile and are able to climb and swim well. They are not violent in nature and will often co-operate with men for food or gold which they relish as it is one of the few metals that will not rust. Thus they often have between one hundred and one thousand gold coins worth of gold in their villages. Ten percent of Spasha-Phobies can speak the local Human tongue. They also have their own language. When in combat they use small javelins but

generally prefer to run than fight. Some Spasha-Phobies have been known to be able to cast up to six low level Cleric spells although there is only a 1% chance of any particular Spasha-Phoby having this ability.

SPHINX. Khephren Sphinx

Level: 7	Hit Points: 40
Karma Influence: 60%	Armour: 80
Power: 20	Dodge: 0%,-25%
Intelligence: 21	Damage Bonus: 4
Mobility: 21	Combat Strength: 72
Size: 50 (10.0m)	Encounter Group: 1
Special: spells	
Combat Details: 2 * 155% - claw 2d6 + 4	



A Khephren Sphinx looks like a great lion with the head of a wise bearded man. It is a mythical creature that inhabits dry regions. It generally see itself as a demigod and has a great ego. It can attack with its two magically sharp front paws but prefer to use its magical skills to solve any confrontation. Each Sphinx can, at will, perform the following: DOMINATION - the victim must successfully influence its Karma or obey every command. Once the Karma Influence has failed another cannot be attempted before the Sphinx releases the victim or the victim becomes unconscious. BLINK - the Sphinx is able to travel to another World and then return in one round up to 100 metres from where it started. A fire BARRIER as the spell. ROAR - this causes all who hear it to perform a successful Karma Influence or be paralysed with fear for 1d6 rounds. A Khephren Sphinx is immune to mind control spells and illusions.

SPHINX. Thebes Sphinx

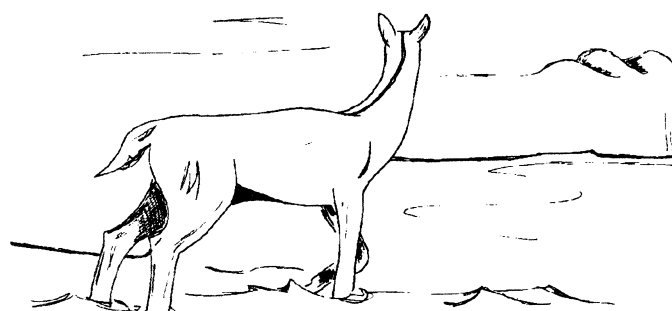
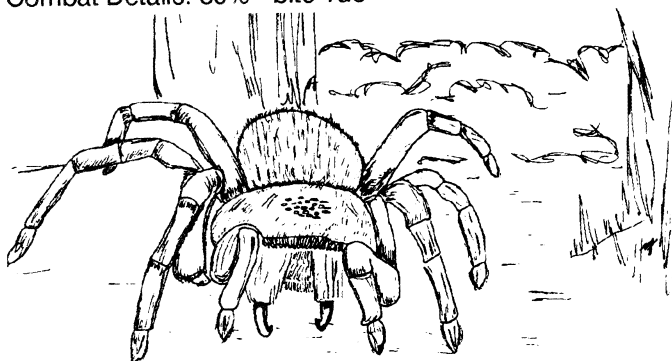
Level: 6	Hit Points: 35
Karma Influence: 55%	Armour: 60
Power: 15	Dodge: 50%,-25%
Intelligence: 18	Damage Bonus: 3
Mobility: 12/18	Combat Strength: 73
Size: 40 (8.0m)	Encounter Group: 1
Special: spells	
Combat Details: 2 * 130% - claw 1d8 + 5	



These Sphinx have the body of a lion, a serpent tail, eagle's wings, and the head and bust of a woman. They inhabit all regions where Khephren Sphinxes may be, as well as abiding in climes ranging to moist temperate areas. They are generally evil in nature and treat most contacts with humanoids with hostility. They can be kept at bay by a RIGHT OF MARTYRDOM spell.

SPIDER. Giant Poisonous Spider

Level: 2	Hit Points: 8
Karma Influence: 35%	Armour: 20
Power: 1	Dodge: 0%,40%
Intelligence: 1	Damage Bonus: 0
Mobility: 18	Combat Strength: 31
Size: 2 (0.4m)	Encounter Group: 2-12
Special: serious poison. paralysis.	
Combat Details: 80% - bite 1d6	



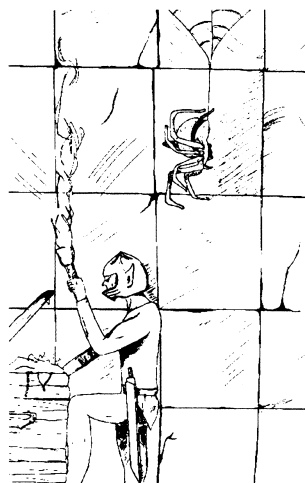
Giant Poisonous Spiders can be found in any dark sheltered area. They lair in webs in deserted buildings or sheltered groves and their preferred attack is to drop on victims passing underneath their webs. They are generally encountered in large numbers (2d6). Their poison is a serious poison that may also paralyse but can only be injected, however, if the initial bite penetrates a victim's armour. After a victim has been bitten and paralysed, a spider will wrap it in its sticky strands and attempt to lift the victim into its web, to be eaten at a later date. The webs are fairly strong and a victim that walks into one has the same chance to break free as it has to open a jammed door. The webs are particularly flammable and once set alight, anything caught in them will take 2d6 hit points of damage.

SPIDER. Giant Spider

Level: 3	Hit Points: 20
Karma Influence: 40%	Armour: 40
Power: 4	Dodge: 20%,20%
Intelligence: 2	Damage Bonus: 0
Mobility: 18	Combat Strength: 53
Size: 6 (1.2m)	Encounter Group: 1

Special: poison - paralysis only.

Combat Details: 95% - bite 1d8



A Giant Spider can be found in any clime. It does not have a web but rather hunts its prey. It bites its prey, injecting poison into the victim. If a Karma Influence attempt is not successful, the victim is paralysed for 1d6*10 rounds. A successful attempt affects the victim as a DROWSINESS spell for 2d4 rounds. The spider will then carry the victim off to some secluded spot to devour it. Giant Spiders are generally encountered singly as they do not enjoy sharing food.

SPIDER. Giant Trap-door Spider

Level: 4
Karma Influence: 45%
Power: 6
Intelligence: 4
Mobility: 12
Size: 8 (1.6m)

Hit Points: 25
Armour: 0
Dodge: 30%,10%
Damage Bonus: 0
Combat Strength: 38
Encounter Group: 1

Special: surprise 1-4, serious poison plus paralysis

Combat Details: 110% - bite 1d8 + 2



Giant Trap-door Spiders are large arachnids that lair underground. They build burrows into the ground that have tightly fitting lids. They are extremely well camouflaged and blend into the surrounding terrain, being treated as a concealed area. As a creature walks past the hide of one of these spiders, the spider senses the movement close by and leaps from its lair, surprising its victim. It then bites the victim, injecting a serious poison that will also paralyse the victim unless a successful Karma Influence is performed. The victim, once paralysed, is dragged back into the lair to be devoured. If a spider becomes seriously injured it will retreat into its lair and hold the lid tight. To attempt to open the lid a character's Open Doors% is used, less 10%. The character actually opening the lid will be subject to an attack from the spider at +20% if he stands in front of or at the side of the lair.

SPIDER MONSTER

Level: 8
Karma Influence: 65%
Power: 15
Intelligence: 15
Mobility: 15
Size: 40 (8.0m)

Hit Points: 50
Armour: 120
Dodge: 0%,-25%
Damage Bonus: 0
Combat Strength: 102
Encounter Group: 1

Special: 80% web net, fear

Combat Details: 200% - bite 3d6



A Spider Monster, with its yellow and black striped legs, can be found in any clime and often ranges up to 100 kilometres from its lair which is in a cave or similar abode. Any creature with fewer than eight current power points must perform a successful Karma Influence or be paralysed with fear at the sight of the spider. A Spider Monster is able to weave an extremely strong web which it can fling up to thirty metres away with 80% accuracy over a victim which must be in front of the spider. The net is large and heavy enough to cover a mounted rider and force both rider and mount to the ground. A minimum of eighteen strength is required to attempt to break free, every point of strength over seventeen giving a 20% chance to escape the net. The web is not attached to the spider and is extremely flammable causing 3d6 hit points of fire damage to any creature caught in it when alight. If eaten, each of the creatures thirty-six eyes will act as an ANTIDOTE spell.

SPORE BALL

Level: 2
Karma Influence: 35%
Power: 1
Intelligence: 0
Mobility: 0
Size: 1 (0.2m)

Hit Points: 5
Armour: 0
Dodge: 0%,45%
Damage Bonus: 0
Combat Strength: 20
Encounter Group: 4-24

Special: choking spores. loss of constitution points.

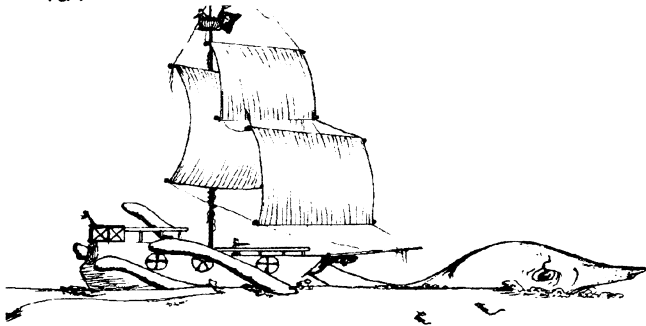
Combat Details: nil



Spore Balls are a type of fungus. They appear as small olive or brown, hairy spheres and can be found in any vegetated, dry area. If they are touched roughly, for instance by a horse galloping past, they will explode into a 5m radius cloud of spores. These spores will enter the lungs of all air breathing creatures and cause severe coughing. This coughing will last for 2d4*10 rounds if a Karma Influence attempt is unsuccessful and will reduce the constitution of the victims by 2d4 points. A successful attempt will cause the coughing for only 2d6 rounds and the loss of one constitution point only.

SQUID. Giant Squid

Level: 7 Hit Points: 60
 Karma Influence: 60% Armour: 50
 Power: 15 Dodge: 0%,-25%
 Intelligence: 6 Damage Bonus: 4
 Mobility: 0/0/15 Combat Strength: 77
 Size: 150 (30.0m) Encounter Group: 1
 Special: crush, fire resistant
 Combat Details: 10*135% - tentacle 2d6 + 4, 155% - bite 1d4

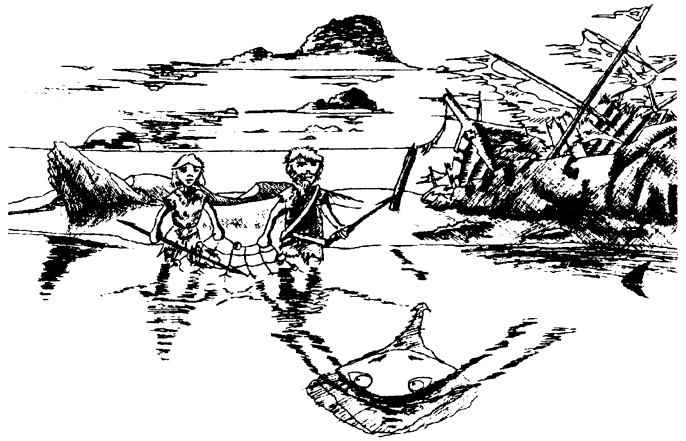


A Giant squid can be found in any deep body of salt water. It will attack any ship that it encounters. It attacks by ensnaring the ship with all ten tentacles. Each round after it has ensnared the ship it can deliver a crush of 120 hit points per round until the ship is broken up. It will then eat the occupants at its leisure, picking them off drifting wreckage and other flotsam. A squid will retreat from the attack if it is reduced to fewer than one third of its total hit points. All giant squid are resistant to fire damage, subtracting two from each die of damage sustained.

STINGRAY

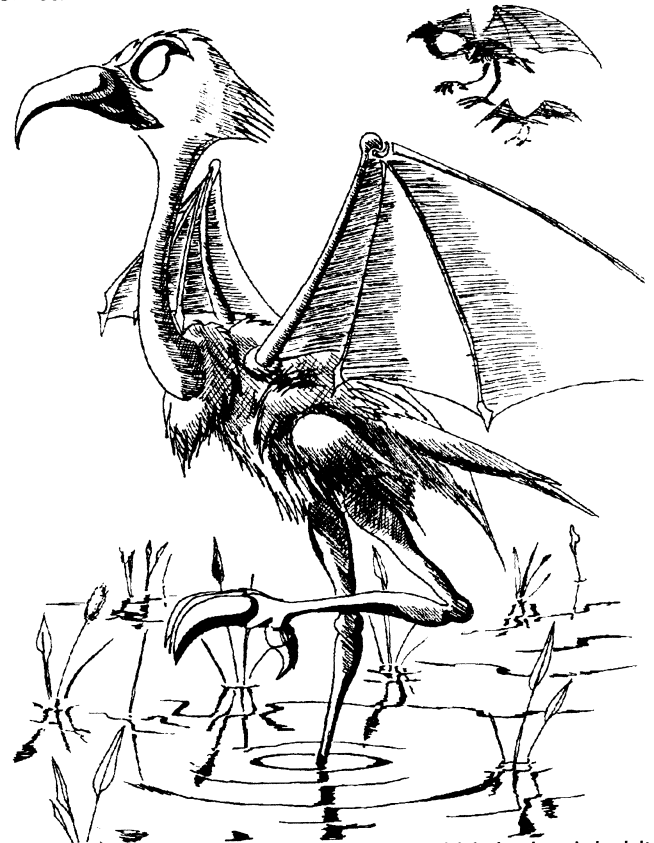
Level: 3 Hit Points: 15
 Karma Influence: 40% Armour: 20
 Power: 4 Dodge: 0%,5%
 Intelligence: 4 Damage Bonus: 0
 Mobility: 0/0/9 Combat Strength: 26
 Size: 9 (1.8m) Encounter Group: 1
 Special: mild poison on tail barb
 Combat Details: 95% - tail sting 1d8

Stingrays have flat grey/green/brown bodies with thin elongated tails with barbs. They live in warm waters in temperate or tropical climes. In deep water this tail is ineffectual as a weapon but if a Stingray is trapped in shallow water it is able to swing and flail with its tail with extreme effect. If the barbs penetrate a victim's armour a mild poison will enter the wound.



STYMPHALION BIRDS

Level: 6 Hit Points: 30
 Karma Influence: 55% Armour: 90
 Power: 5 Dodge: 35%,-25%
 Intelligence: 4 Damage Bonus: 0
 Mobility: 6/6 Combat Strength: 78
 Size: 15 (3.0m) Encounter Group: 4-24
 Special: nil
 Combat Details: 150% - beak 2d8



Stymphalion Birds are huge mythical birds that inhabit swamps, marshes, and river deltas. They have wings, beaks, and claws of iron which give their high armour value and vicious bites. They particularly enjoy human flesh and will attack humanoid groups that are fewer in number than the Stymphalion flock. If they become injured seriously they will attempt to fly away.

SWAMP FIEND

Level: 5
 Karma Influence: 50%
 Power: 14
 Intelligence: 14
 Mobility: 12/0/12
 Size: 15 (3.0m)
 Hit Points: 25
 Armour: 40
 Dodge: 65%,-25%
 Damage Bonus: 4
 Combat Strength: 93
 Encounter Group: 1-6
 Special: spit acid, regenerate 1 hit point/round
 Combat Details: 2 * 105% - claw 1d8 + 4, or 125% - spit acid 2d6



Swamp Fiends appear as large bipedal humanoids with webbing that runs from their wrists to the pelvis. They have loose, green, slimy skin. In place of hands they have a single, long, razor-sharp talon and their feet are like large flippers. They have minimal facial features except large, yellow, catlike eyes and an orifice that appears like a naval where the mouth should be. They can spit acid up to ten metres although when they do this they cannot strike with their claws. They are particularly evil creatures by nature and though they cannot be turned as Undead, a RIGHT OF MARTYRDOM spell will hold them at bay. Typically, they will kill a victim and then dissolve the victim in acid before consuming it. If battle is going seriously against Swamp Fiends they will not hesitate to retreat into the swamp.

SWAMP MONSTER

Level: 6
 Karma Influence: 55%
 Power: 15
 Intelligence: 15
 Mobility: 3/0/9
 Size: 30 (6.0m)
 Hit Points: 45
 Armour: 50
 Dodge: 10%,-25%
 Damage Bonus: 2
 Combat Strength: 105
 Encounter Group: 1
 Special: surprised -2, dodge 10%, 45% when submerged.
 Combat Details: 6 * 120% - tentacle 1d8 + 4

Swamp monsters appear as mottled six-tentacled 'octopi' with large, stemmed eyes. They are found only in swampy areas - generally in shallow pools of water, mud, or quicksand. They attack with their tentacles which are ten metres in length. They typically lie under the surface when and attacking, keeping their bodies safe and risking only their tentacles. In this way missile discharge against the body of the creature is at -45%. Only the tentacles have the noted dodge. If a Swamp Monster is caught on the land its



body has -25% dodge. It will flail a victim with its tentacles and once the victim is dead will drag it into the water to be absorbed. A Swamp Monster will withdraw if melee is going against it.

TERMINATOR

Level: 10
 Karma Influence: 75%
 Power: 20
 Intelligence: 15
 Mobility: 21
 Size: 13 (2.6m)
 Hit Points: 45
 Armour: 150
 Dodge: 65%,-15%
 Damage Bonus: 4
 Combat Strength: 212
 Encounter Group: 1
 Special: regenerate 3 hit points/round
 Combat Details: 4 * 220% - hands 3d6 + 4 or 2 * 230% - by weapon type

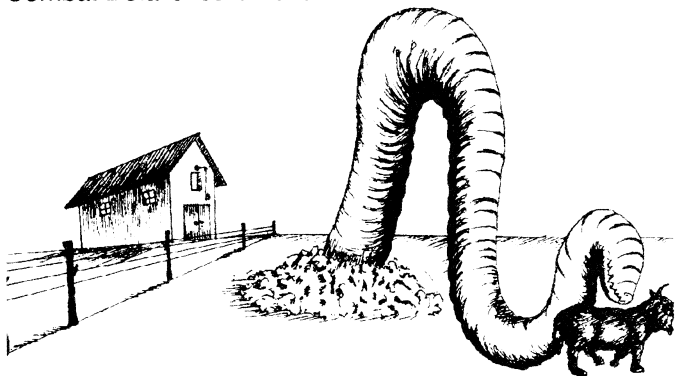


The origin of the Terminators is unknown but they are believed to be the product of mighty conjurations. They appear as large humans with leather armour although a REVELATION spell will reveal their true nature. They regenerate three hit points per round even after death and can only be harmed by magical weapons of a +3 nature or better. They are immune to all mind spells. The only way to destroy a Terminator is to immerse it in molten lava or acid.

TERRA WORM. Small, Medium, Large Terra Worm

Level: 2
Karma Influence: 35%
Power: 8
Intelligence: 3
Mobility: 9
Size: 30 (6.0m)
Special: surprise 1-3
Combat Details: 80% - bite 2d8

Hit Points: 25
Armour: 40
Dodge: 15%,-25%
Damage Bonus: 0
Combat Strength: 42
Encounter Group: 1



Terra Worms are giant worms that travel quickly underneath the surface of the ground. They usually travel deep beneath the surface and therefore no sign of their passing is visible. However, they are able to sense movement on the surface even in these deep travels. When they are hunting they will position themselves underneath their intended prey, surge to the surface and envelope the victims in their huge mouths. They will then descend into the ground again. They gain their extra surprise on the upward surges and any creature that is surprised is unable to avoid the jaws of the worm. Usually they hunt cattle and similar beasts for prey. If Terra Worms are reduced to one fifth of their hit points or fewer they will return to the depths to heal their wounds.

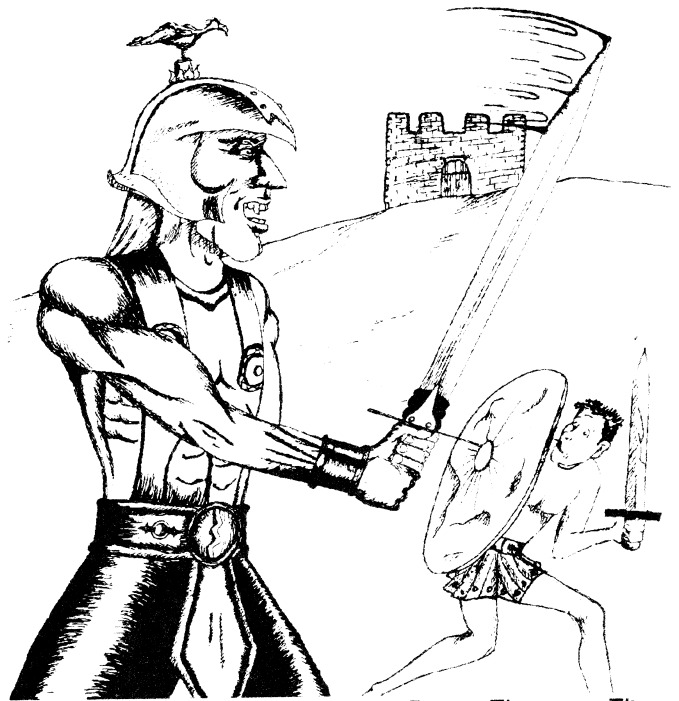
Medium/Large - level 4/6, hit points 35/50, armour 60/80, size 60/150, Karma Influence 45%/55%, intelligence 5/12, attack% 110%/150%, bite 3d6/3d8, combat strength 62/87

TITAN

Level: 10
Karma Influence: 75%
Power: 20
Intelligence: 20
Mobility: 21
Size: 30 (6.0m)
Special: spell use, turn undead creatures
Combat Details: 2 * 230% - two handed sword or hammer 4d10 + 5

Hit Points: 70
Armour: 130
Dodge: 0%,-25%
Damage Bonus: 5
Combat Strength: 127
Encounter Group: 1-6

Titans are generally of a good nature and appear as massive Humans of fair complexion. They are the greatest of the humanoid and giant classes and are able to speak

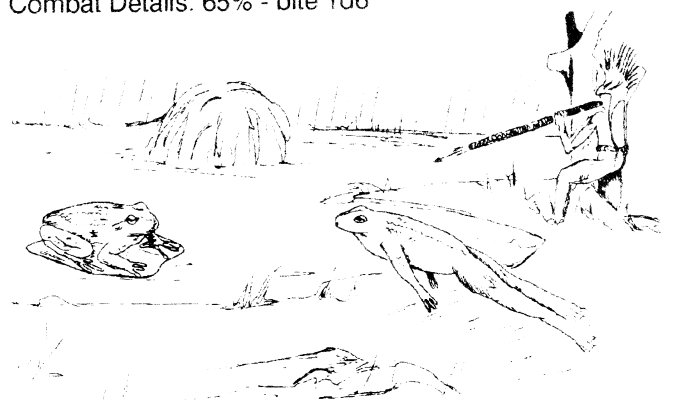


all the languages of these classes. Rogue Titans are Titans that have been drawn by the lure of great wealth and power into a corrupt state. These often fancy themselves as demigods and will seek worshippers. 90% of all Titans know all of the Cleric spells and have fifteen manna points. The remaining 10% of the Titans know the Druid spells. They can all turn Undead creatures with a base 300% chance of success. In battle they wield great swords or a massive hammers. Their innate magical ability gives their high armour value.

TOAD. Giant Toad

Level: 1
Karma Influence: 30%
Power: 1
Intelligence: 1
Mobility: 9/0/6
Size: 8 (1.6m)
Special: leap 30 metres
Combat Details: 65% - bite 1d6

Hit Points: 10
Armour: 40
Dodge: 0%,10%
Damage Bonus: 0
Combat Strength: 33
Encounter Group: 1-10



Giant Toads can be found in any moist temperate climate. They are able to swim but prefer not to unless in danger or in pursuit of particularly delicious prey. They are fond of small domestic animals (cats, dogs, sheep etc.) but will feed on anything that appears remotely edible. They are fierce predators and will attack until they or their victims are dead. They have a mildly poisonous skin and few things

prey on them. Thus, when they are encountered there are usually many packs in the general area. Each pack will be from one to ten toads. Other packs may arrive when they hear the sounds of commotion in the hope of finding food. When attacking they have a powerful bite that does 1d6 hit points of crushing damage (they have no teeth). They are able to leap thirty metres in an instant, either to attack or retreat.

TREEHERD

Level: 5
 Karma Influence: 50%
 Power: 14
 Intelligence: 15
 Mobility: 6
 Size: 20 (4.0m)
 Special: surprise 1-5
 Combat Details: 2 * 105% - club 2d6 + 2



Treeherds are animated trees that have a high intelligence and are able to move around. They appear as normal trees and can not be detected as special unless they reveal their true nature or a REVELATION spell is used. They are the protectors of the forest and will look unfavourably on any creatures that harm forest trees in any way. Unless threatened they will generally keep away from any creatures that come into their domain. They are able to unite groups of Doom Trees into co-operative action and inspire them to a mobility of 3. They are also able to make normal trees become slightly aware in times of dire consequence enabling them to move with a rate of 1 mobility point. Although they are afraid of fire they will attempt to save their wards from such a catastrophe.

TREGAR

Level: 7
 Karma Influence: 60%
 Power: 6
 Intelligence: 5
 Mobility: 12
 Size: 12 (2.4m)
 Special: nil
 Combat Details: 2 * 155% - claw 2d6 + 2

Tregar are tree creatures that roam the dark areas of forests. They appear humanoid in shape but are tough and gnarled, like old trees. They will attack creatures that



venture into their domain. They live in small nomadic clans which consist only of fully grown creatures. It is theorised that the young may incubate in tree hollows and emerge only when fully grown. They have their own language that sounds somewhat like wind blowing through trees and the creaking of branches but they have no regard for wealth of any kind.

TRITON

Level: 4
 Karma Influence: 45%
 Power: 9
 Intelligence: 12
 Mobility: 6/0/15
 Size: 10 (2.0m)
 Special: nil
 Combat Details: 110% - trident 1d8 + 5



Tritons have the upper body of a human male and the lower body of a fish. They are amphibious creatures, leading a semi-nomadic life across the oceans, often residing on kelp beds, rocky islands or remote coastlines. They usually keep to themselves but are known to attack small coastal villages or passing ships in search of women and loot. They enjoy music and dance and can sometimes be seen frolicking in the surf, or more often, across the ocean, playing tunes on the conch shells that they carry. If they are attacked, they are able to fight, using tridents made of coral as weapons.

TROG

Level: 2	Hit Points: 12
Karma Influence: 35%	Armour: 40
Power: 2	Dodge: 0%,0%
Intelligence: 4	Damage Bonus: 1
Mobility: 12	Combat Strength: 32
Size: 10 (2.0m)	Encounter Group: 4-24
Special: nil	
Combat Details: 2 * 60% - claw, 1d6 + 1	



Trogs are the lowest form of Iguanodon. They have no culture and appear as bipedal crocodiles with thick reptilian skins, long tails and poor eyesight. They live in small colonies in caves or swamps. They have no true language and will attack anything for food. They do not recognise any wealth and their lairs are filled with decaying meat as they will only eat rotten food. Although they generally attack with their two claws they are capable of using clubs, stones and other simple weapons.

TROLL

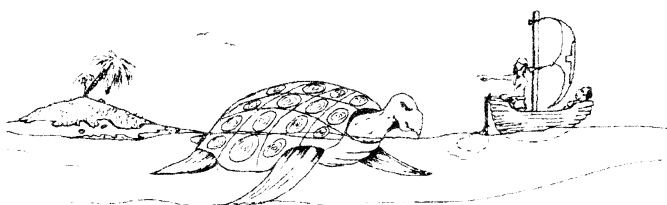
Level: 6	Hit Points: 35
Karma Influence: 55%	Armour: 50
Power: 6	Dodge: 0%,-25%
Intelligence: 5	Damage Bonus: 4
Mobility: 9	Combat Strength: 52
Size: 15 (3.0m)	Encounter Group: 1-6,10-40
Special: regenerate 5 hit points/round, surprised -1, enhanced night vision	
Combat Details: 2 * 130% - claw 1d8 + 6	



Trolls appear as dirty bipedal creatures with blue eyes and long claws. Their heads are similar to large scaly boars' heads. Their blood is green and is also a mild poison. They are carnivorous and particularly enjoy human flesh. Their senses are well developed and they have enhanced night vision, thus all their surprise times are reduced by one round. They have their own language and are able to speak haltingly in the local Human tongue. They are generally encountered in marshy or very rough country and usually shelter in caves, sometimes forming colonies. They are ferocious predators and attack with two powerful claws. They have tremendous recuperative powers, being able to regenerate five hit points per round.

TURTLE. Giant Turtle

Level: 2	Hit Points: 45
Karma Influence: 35%	Armour: 70
Power: 4	Dodge: 0%,-25%
Intelligence: 4	Damage Bonus: 0
Mobility: 1/0/9	Combat Strength: 72
Size: 25 (5m)	Encounter Group: 1-4
Special: nil	
Combat Details: 80% - bite 2d8	



Giant Turtles are peaceful creatures found in any oceanic environment of temperate or tropical climate. They will only attack in self defence but will snap viciously at any creature that hinders them. They are often used as steeds by Sea Giants.

Undead

Undead creatures are those who have died on the Natural World but whose spirits, for one reason or another, have either not completely travelled to their next existence or have been brought back from that nether world. At this point the creatures can have varying physical forms as well as differing levels of awareness. The physical forms range from mere wispy apparitions (non-corporeal) to animated skeletons and rotting corpses, to bodies resembling normal humans apart from a deathly cold and strange paleness (corporeal). Their awareness can range from almost nil to highly intelligent.

For some as yet unknown reason the majority of Undead creatures are formerly alive Humans. It is only rarely that any of the other humanoid races return as Undead creatures and even rarer for non-humanoid creatures to arise in an Undead state.

All Undead creatures are evil in nature, resent their own non-living state and detest all natural life forms, attempting to kill living creatures whenever possible. The more intelligent Undead creatures are, however, able to control this desire if it could interfere with their task or goal. Because of their evil nature and their part existence in Hades, Undead creatures are able to be turned, controlled, or destroyed by strong-willed characters and Clerics with the power of their will. Clerics have this ability as part of their class but other class characters must use their own power. Each Undead creature has a resistance to this turning force at a rate of 20% per level.

The more corporeal Undead creatures are those that have a definite physical form. In most cases, damage that they cause can be absorbed by armour etc. However, any creature described as non-corporeal can negate all effects of armour as well as that provided by magical items such as a 'Ring of the Ever Present Shield'. These creatures cause damage directly to the body of the victim. Most of the damage from these creatures is not, however, physical damage but rather damage to the spirit of a victim, draining power points from its current level. Non-corporeal creatures have several other special attributes. Firstly, none of their attacks can be parried and secondly, their total hit point value must be reduced to zero before they are deemed to be killed or disbanded as they have no body locations for the consideration of combat.

All Undead creatures can be injured by holy water. The effects of this holy water are similar to flaming oil or acid against normal creatures. {SIEGE COMBAT, Missile Fire. ADVENTURE ARCHIVE}

They may all be kept at bay by a RIGHT OF MARTYRDOM spell.

The list of undead creatures is as follows:

Undead Creature	Turning Resistance
Banshee (6)	120%
Ghost (5)	100%
Ghoul (3)	60%
Keres (6)	120%
Mummy (5)	100%
Shadow Rider (10)	200%
Skeletoid (3)	60%
Skeleton Tribe (2)	40%

Undead Creature	Turning Resistance
Skeleton Warrior (8)	160%
Vampire (7)	140%
Wandering Spirit (3)	60%
Wight (4)	80%
Wraith (4)	80%
Zombie (2)	40%

UNDEAD. Banshee

Level: 6	Hit Points: 20
Karma Influence: 55%	Armour: 0
Power: 0	Dodge: 0%,100%
Intelligence: 3	Damage Bonus: 0
Mobility: 12	Combat Strength: 53
Size: 8 (1.6m)	Encounter Group: 1-2

Special: singing, spell immunity, reformation, non-corporeal

Combat Details: song of death - 1d10 + 10



A Banshee appears as a pale misty female apparition that has remained in the Natural World to avenge its terrible and unjust demise on all living things. They are usually found in remote or isolated areas and are often heard wailing their Song of Death in lamentation. The Banshee can sing its Song of Death once every three rounds and although it can be heard to a distance of several kilometres, its danger is limited to all within thirty metres. The effects of the song disregard any armour worn by the victim but will not affect a deaf victim. All victims purposely covering their ears to avoid the song are allowed a Karma Influence against its effects. A Banshee is unaffected by weapons not of a magical nature. The only magic that will affect a Banshee is a BLESS spell which stuns it for one round, a LIFE FORCE spell which causes 2d6 hit points of damage, and a RESURRECTION spell which will disband it. A Banshee will reform in twelve hours unless slain by a RESURRECTION spell. Unlike a Ghost, a Banshee is unaffected by water or direct sunlight.

UNDEAD. Ghost

Level: 5	Hit Points: 35
Karma Influence: 50%	Armour: 0
Power: 0	Dodge: 0%,100%
Intelligence: 5	Damage Bonus: 0
Mobility: 12	Combat Strength: 68
Size: 10 (2.0m)	Encounter Group: 1-6



Special: fear. non-corporeal.

Combat Details: 125% - cold damage and power drain 1d4 each

Ghosts are vaguely humanoid, wispy, grey creatures that are almost invisible. They are non-corporeal creatures and thus can circumvent the effects of a victim's armour, move through walls (as long as there are cracks to move through), are unaffected by magic except for the spells LIFE FORCE and RESURRECTION, are not susceptible to the extra effects of special blows in combat and can only be hit by magical weapons. A LIFE FORCE spell causes 4d6 hit points of damage to a Ghost and a RESURRECTION spell will disband a Ghost, as will direct sunlight. To kill a Ghost in combat, its total hit points must be reduced to zero. Ghosts attack by draining the life force from victims as well as by cold damage. They are unable to cross a body of water. Any creature beholding a Ghost must perform a successful Karma Influence or flee in fear for 1d6 rounds and any victim of a Ghost that dies will become a Ghost itself within 1d4 days unless a BLESS spell is cast on the remains.

UNDEAD. Ghoul

Level: 3
Karma Influence: 40%
Power: 6
Intelligence: 6
Mobility: 12
Size: 9 (1.8m)

Hit Points: 15
Armour: 50
Dodge: 15%, 5%
Damage Bonus: 2
Combat Strength: 46
Encounter Group: 1-6

Special: +2 initiative

Combat Details: 2 * 65% - claw 1d6 + 2, 75% - bite 1d8 + 2

Ghouls appear as shrivelled corpses with mouths full of large jagged teeth. They have grey pupilless eyes and long clawed hands. They are the more material forms of Wights. They inhabit graveyards and catacombs and feed off dead humanoids eating their brains and internal organs. They have been known to kill live victims and leave them to rot for weeks before consuming them. Ghouls have been



known to associate with Wights to obtain victims. They are extremely quick and gain +2 for initiative when in melee. Any corpse that has its internal organs eaten by a Ghoul will turn into a Ghoul in 1d4 days unless a BLESS spell is cast on the remains prior to its rising as an undead.

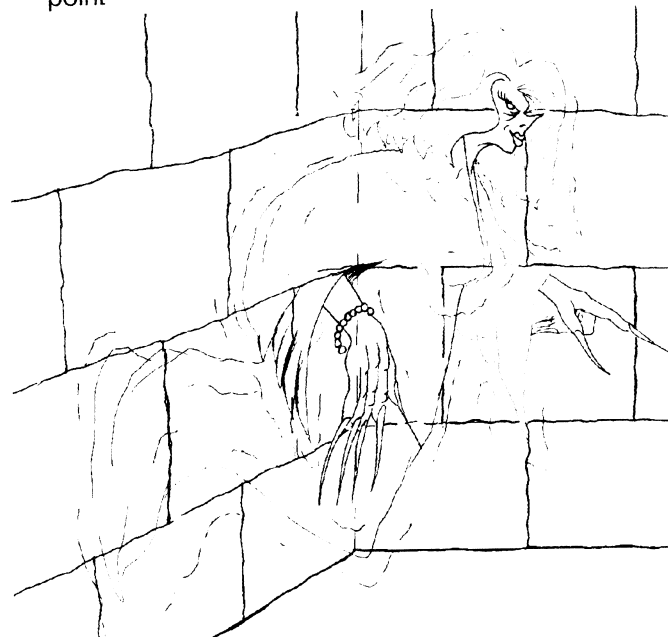
UNDEAD. Keres

Level: 6
Karma Influence: 55%
Power: 0
Intelligence: 0
Mobility: 0/12
Size: 10 (2m)

Hit Points: 25
Armour: 0
Dodge: 0%, 100%
Damage Bonus: 0
Combat Strength: 58
Encounter Group: 2-8

Special: power drain - 1 point. magical weapons to be hit. non-corporeal.

Combat Details: 2 * 130% - claws 1d8 + 2 plus 1 power point



Keres are undead creatures that appear as human females in red robes. However, they are non-corporeal spirits that take the souls of dying creatures to Hades. They are wispy apparitions with sharp claws that slice straight through armour. They will only appear when some humanoid is seriously or fatally injured. They will then attack the injured creature, cry a despairing wail, deal a death blow and drink the victim's blood. The Keres will then take the victim's soul to Hades. If a BLESS spell is not cast on the remains of the victim within ten rounds of the death blow being dealt, the soul will be held in Hades and the victim will be unresurrectable, but will be summonable.

UNDEAD. Mummy

Level: 5	Hit Points: 35
Karma Influence: 50%	Armour: 50
Power: 0	Dodge: 0%,0%
Intelligence: 5	Damage Bonus: 4
Mobility: 6	Combat Strength: 60
Size: 10 (2.0m)	Encounter Group: 1-10

Special: extra damage from fire. fear. magical weapons to be hit. thrusting weapons cause little damage.

Combat Details: 2 * 105% - fist 1d8 + 4



Mummies appear as undead humanoids wrapped in dirty bandages from head to foot. They are extremely fearsome creatures and can be found in any area used for placing dead bodies. Any creature with a current power less than eight that views a Mummy must perform a successful Karma Influence or flee in terror for 1d4 rounds. Mummies suffer double damage from fire attacks due to the flammability of their bandages. They are tremendously strong (22 strength) and have little trouble destroying doors etc. They generally roam a particular area and if something is removed from that area the mummy will pursue the object relentlessly until the thief is killed and the object returned. Thus if the object is passed from one creature to another by trade or other means, a string of

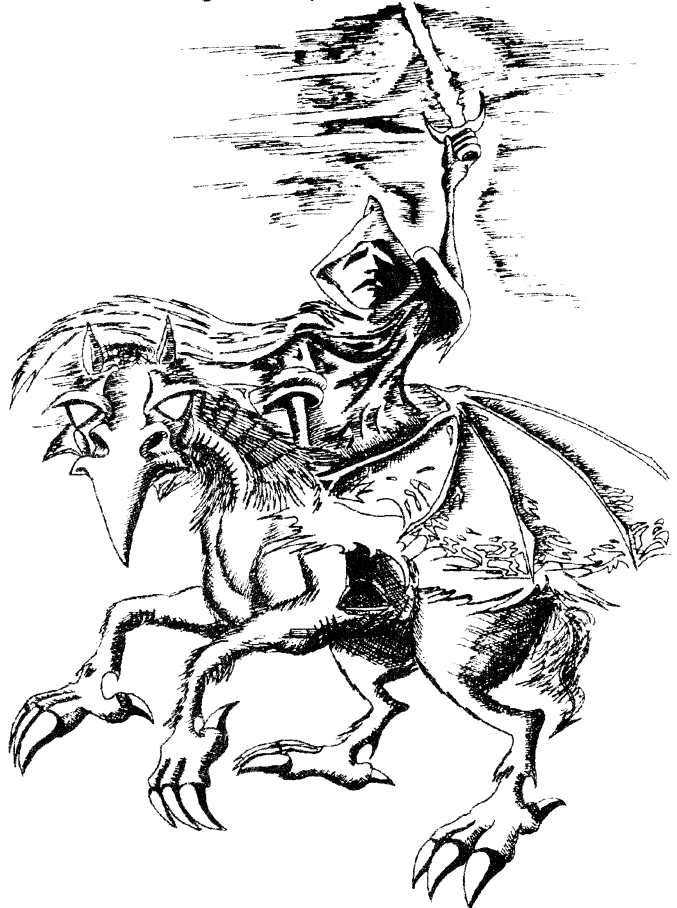
deaths may result. This is known as the curse of the Mummy! Mummies are not affected by weapons that are not of a magical nature and take but one hit point (plus magical and strength bonuses) from thrusting weapons.

UNDEAD. Shadow Rider

Level: 10	Hit Points: 30
Karma Influence: 75%	Armour: 0
Power: 0	Dodge: 60%,0%
Intelligence: 18	Damage Bonus: 4
Mobility: 15	Combat Strength: 231
Size: 10 (2.0m)	Encounter Group: 1

Special: FOREBODING, spell use

Combat Details: 4 * 245% - +5 long sword 1d8 + 10 or other +5 magical weapon



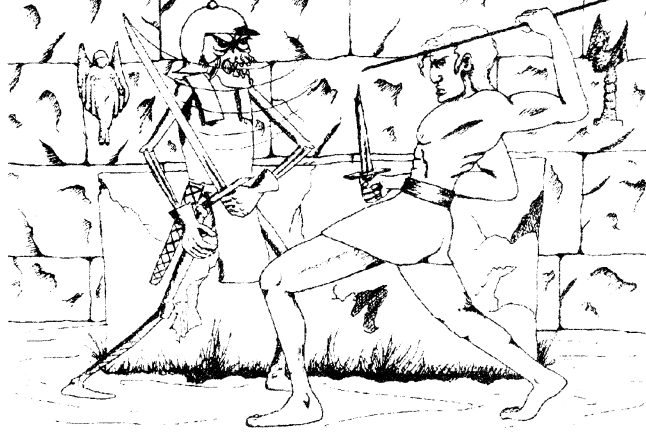
Normally only human males return as Shadow Riders. They always wear dark clothes and the only apparent differences between them and normal Humans are their pale skin and cold bodies. They continually radiate an aura of fear similar to a FOREBODING spell to a range of 25m. They are highly intelligent and have a will of their own but generally co-operate with the Cleric that created them. To create a Shadow Rider the victim must have had at least eight bad Karma marks accumulated at the time of death and must have been a highly skilled major class Warrior. Although Shadow Riders wear no armour they can only be hit by magical weapons and regardless of damage done, the only damage sustained by the Rider is the magical '+' bonus of the weapon. Weapons with greater '+' bonus than '+5' will, however, function normally against them. When travelling they will ride jet black horses that are immune to their fear, or Shadow Steeds. They can summon their Shadow Steeds from anywhere regardless of

distance. However, it may take some time for a steed to arrive, depending on its location. The Steed will travel at a rate of five hundred kilometres per day to reach its master.

UNDEAD. Skeletoid

Level: 3
Karma Influence: 40%
Power: 0
Intelligence: 0
Mobility: 9
Size: 10 (2.0m)
Special: reduced damage for sharp weapons.
Combat Details: 95% - 1d6 + 3 or by weapon type

Hit Points: 20
Armour: 60
Dodge: 0%,0%
Damage Bonus: 3
Combat Strength: 50
Encounter Group: 2-8

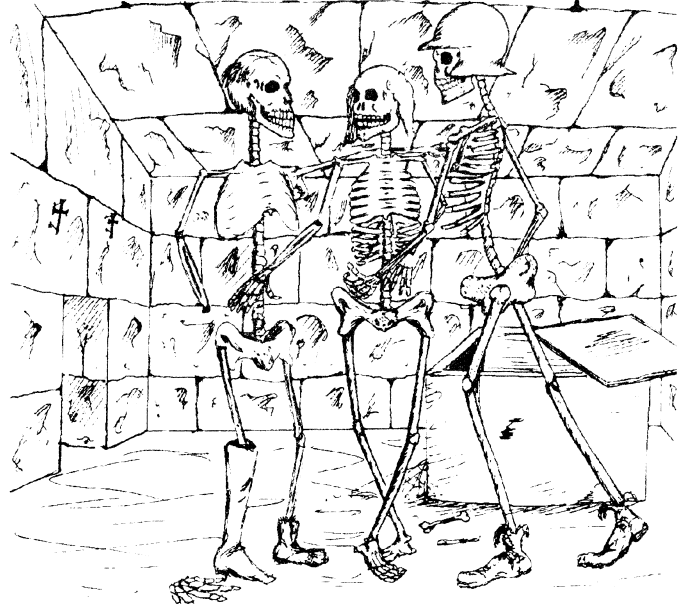


Skeletoids appear as animated humanoid skeletons with tatters of their original armour and clothes hanging from their bones. They are the remains of warriors whose souls continually roam the plains in search of battle and can be found in any deserted areas. Blade and sharp projectile or thrusting weapons cause only half normal damage to Skeletoids due to their lack of substance to be hit.

UNDEAD. Skeleton Tribe

Level: 2
Karma Influence: 35%
Power: 0
Intelligence: 0
Mobility: 6
Size: 10 (2.0m)
Special: reduced damage from sharp weapons.
Combat Details: 80% - 1d6 + 2 or by weapon type

Hit Points: 15
Armour: 50
Dodge: 0%,0%
Damage Bonus: 2
Combat Strength: 40
Encounter Group: 4-24



Skeleton Tribes appear as humanoid skeletons devoid of all flesh. They are groups of undead that have banded together to wander eternally in remorse at some unjust and unavenged incident in the past, and as such can be found almost anywhere, particularly in ruins or crypts. They will attack any living humanoid creature in an attempt to avenge their deaths. This often adds to their number as anyone slain by these creatures will join their ranks in 1d4 days unless a BLESS spell is cast on the remains. They are able to be hit by any weapon but blade or sharp projectile and thrusting weapons only cause half damage.

UNDEAD. Skeleton Warrior

Level: 8
Karma Influence: 65%
Power: 15
Intelligence: 15
Mobility: 9
Size: 10 (2.0m)
Special: ice sword. reduced damage.
Combat Details: 3 * 185% - + 3 long sword of ice 1d8 + 7 + 1d6

Hit Points: 30
Armour: 100
Dodge: 80%,0%
Damage Bonus: 3
Combat Strength: 167
Encounter Group: 1



Skeleton Warriors appear as humanoid skeletons dressed in armor and will fight until destroyed. They are generally great warriors that have died or failed during a quest. They are usually brought into service by a high level Cleric or deity to guard an item or perform a task etc. A Skeleton Warrior will attack with a magical + 3 long sword of ice. If the weapon strikes flesh it will cause an extra 1d6 hit points of damage. The warrior has three attacks per round. Any blade or sharp projectile or thrusting weapon only does half normal damage to a Skeleton Warrior due to the lack of substance to score a hit upon. Once a Skeleton Warrior is slain it will turn to dust, as will its sword and armour.

UNDEAD. Vampire

Level: 7 Hit Points: 30
 Karma Influence: 60% Armour: 50
 Power: 12 Dodge: 60%,0%
 Intelligence: 18 Damage Bonus: 5
 Mobility: 18/18 Combat Strength: 75
 Size: 10 (2.0m) Encounter Group: 1-6

Special: regenerate 3 hit points/round, spells, 6 initiative.
 shape shift to bat or mist, non-corporeal.

Combat Details: 2 * 155% - claw, 1d10 + 5



Vampires are pale skinned, undead humans with incredible strength and extremely quick reflexes which gives them an initiative score of six on the first roll of each round. If melee is going against a Vampire it will attack, pick up the victim if two successful hits are scored and throw it at another combatant up to five metres away who must perform a successful Karma Influence or be knocked over. After a victim has been killed or knocked unconscious and the Vampire is free to do so, it will drink the victim's blood at a rate of three constitution points per round. When this value is zero the victim will die and will arise in 1d4 days as a Vampire unless a BLESS spell is cast on the remains. Vampires are able to cast each of these spells once per day - SLEEP, HYPNOTISM - and change shape to smoke or a bat which increases their dodge by 100%. They are unable to attack in any manner while in bat or smoke form. Only direct sunlight will destroy a Vampire but a wooden stake through the heart will temporarily 'kill' it. If the stake is removed, the vampire will become 'alive' again. If they are ever reduced to zero hit points they turn to smoke and return to their resting place to regenerate, taking 1d4 hours.

UNDEAD. Wandering Spirit

Level: 3 Hit Points: 10
 Karma Influence: 40% Armour: 0
 Power: 2 Dodge: 0%,60%
 Intelligence: 2 Damage Bonus: 0
 Mobility: 12 Combat Strength: 30
 Size: 10 (2.0m) Encounter Group: 1-4

Special: spell/element resistance. non-corporeal.
 Combat Details: 95% - 1d4



Wandering spirits are non-corporeal spirits that are lost between Worlds of existence and are destined to roam these Worlds forever. They are godless, remorseful things that attack life in the hope of restoring themselves. They are but puffs of smoke, only vaguely identifiable as humanoid in appearance. As they are non-corporeal they are able to attack their victims directly, negating any armour protection. Weapons of a magical nature are required to hit these creatures. They are immune to mind spells and are not affected by fire, cold or electrical attacks. Anyone slain by a wandering spirit will rise as a Wandering spirit in 1d4 days unless a BLESS spell is cast on the remains.

UNDEAD. Wight

Level: 4 Hit Points: 25
 Karma Influence: 45% Armour: 20
 Power: 0 Dodge: 50%,0%
 Intelligence: 6 Damage Bonus: 2
 Mobility: 9 Combat Strength: 51
 Size: 10 (2.0m) Encounter Group: 1-4

Special: cold damage 1d3

Combat Details: 2 * 80% - claw 1d8 + 2, 90% - bite 1d6

Wights are undead creatures of a more corporeal nature than Wraiths. They inhabit catacombs, grave yards and barrows. They are extremely strong and cold. Any of their hits that cause the victim damage will do an additional 1d3 hit points of cold damage directly on the body of the victim. Wights are ferocious and will attack all living creatures relentlessly. Bright light annoys them and if possible they will always retreat from direct sunlight. If a Wight kills a



victim, that victim will become a Wight in 1d4 days unless a BLESS spell is cast on the remains.

UNDEAD. Wraith

Level: 4
Karma Influence: 45%
Power: 0
Intelligence: 8
Mobility: 12
Size: 10 (2.0m)
Special: attack negates armour. non-corporeal.
Combat Details: 110% - 1d2 power points



Wraiths are undead creatures of a non-corporeal nature - thus their high dodge. When they hit a creature they drain a number of power points directly from that creature's current power. A Wraith is able to attack straight through the armour of a victim. If a Wraith reduces the current power of a victim to below zero that creature dies and becomes a Wraith within 1d4 days unless a BLESS spell is cast over the remains. A Wraith is unaffected by weapons not of a magical nature. It cannot attack under bright conditions and direct sunlight will destroy it.

UNDEAD. Zombie

Level: 2
Karma Influence: 35%
Power: 0
Intelligence: 1
Mobility: 6
Size: 10 (2.0m)
Special: spell/element immunity, initiative -1
Combat Details: 2 * 60% - claw 1d6 + 4

Hit Points: 10
Armour: 0
Dodge: 0%,0%
Damage Bonus: 4
Combat Strength: 10
Encounter Group: 2-12



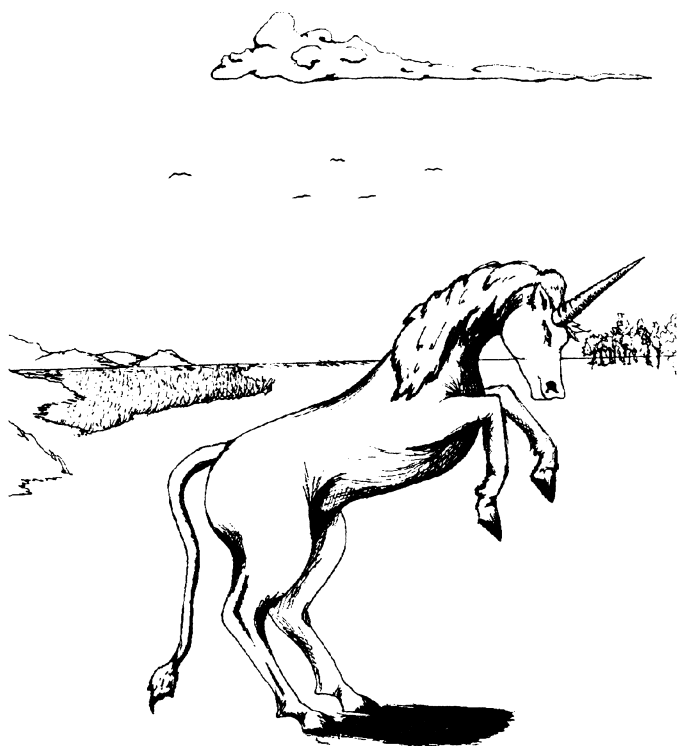
Zombies are corpses that have been animated by a Cleric. They appear as grey fleshed humanoids and often their flesh is decayed and rotten, giving off a putrid odour. They are very strong but slow, subtracting one from all initiative rolls. They are able to perform simple tasks and work tirelessly. No cold based attacks will affect Zombies and they are immune to all mind spells and illusions. Electrical energy attacks will restore all lost hit points to an injured Zombie.

UNICORN

Level: 5
Karma Influence: 50%
Power: 15
Intelligence: 18
Mobility: 24
Size: 13 (2.6m)
Special: invisibility
Combat Details: 125% - horn, 2d8 + 4

Hit Points: 30
Armour: 50
Dodge: 35%,-15%
Damage Bonus: 4
Combat Strength: 61
Encounter Group: 1-4

Unicorns are great white steeds with a pearly horn in the centre of their foreheads and leonine tails. They are mythical creatures that can be found in plains and low hilly areas. They are generally peaceful and tend to run away rather than fight. They sometimes serve as steeds for humanoids with pure hearts and gentle dispositions. They can only be hit by weapons of a magical nature and are able to become invisible at will. The horn of a Unicorn has great magical properties. If powdered and eaten it will



render the consumer impervious to non-magical weapons. If powdered and mixed with a potion it will render the consumer impervious to all poisons and disease. If mixed with steel and forged into a thrusting weapon it will create a magical weapon of +4 nature. Because of the value of their horns Unicorns generally avoid humanoid contact as they fear for their lives.

UVIKWAN

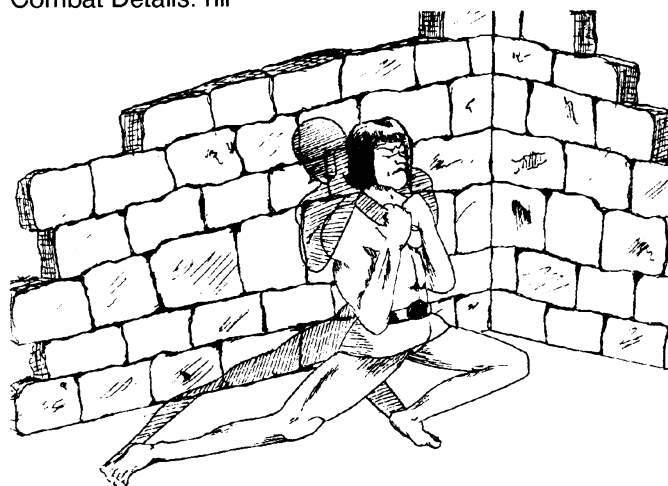
Level: 9	Hit Points: 45
Karma Influence: 70%	Armour: 90
Power: 10	Dodge: 75%,-25%
Intelligence: 8	Damage Bonus: 4
Mobility: 12	Combat Strength: 171
Size: 20 (4.0m)	Encounter Group: 1-2
Special: surprise 1-4	
Combat Details: 2 * 195% - claw 2d8+4, 205% - bite 1d10+2	



Uvikwan are voracious hunters that appear similar to large, white, shaggy Humans in body but they have heads like those of Polar Bears. They roam arctic wastes in search of food and lair in icy caverns where they often hang kills from which to feed at a later date. They may have several of these larders around their domains. They have a great cunning and usually attack intended victims by hiding amongst snow drifts and leaping from their concealment, thus gaining their extra surprise advantage. They are able to move with their full mobility through all snow depths and conditions.

VANQUISHER

Level: 10	Hit Points: 0
Karma Influence: 75%	Armour: 0
Power: 0	Dodge: 0%,0%
Intelligence: 0	Damage Bonus: 0
Mobility: 30/30/30	Combat Strength: 200
Size: 10 (2.0m)	Encounter Group: 1
Special: power combat	
Combat Details: nil	



A Vanquisher is the part of a creature that exists in the other Worlds and as such appears as a thick black shadow in the same shape as the particular creature. It will appear when the time for a character to take the final journey to the other Worlds has become overdue by some trickery of the character. It is unable to be harmed and will appear with the same total power points as the character and full current power points. However, the character's current power points may be fewer, due to use. What will ensue is a merging of the shadow with the character. The character and the Vanquisher must each roll 1d100 and the one with the higher score loses one current power point. This continues until the character or the Vanquisher reaches zero power points. As the shadow and the character lose power points they merge more and more into each other. If the character is the first to reach zero current power points he will fall unconscious and lose 1d4 power points from his total power points. If the Vanquisher is the first to reach zero power points it will disappear and the character's current power points will be restored to its maximum currently-allowed level. The Vanquisher will continually return to the character, possibly at intervals spanning even years, until the character's total power points are reduced to zero. The character will then die and disappear, being taken to the next World by the Vanquisher.

VART LIZARD

Level: 1
 Karma Influence: 30%
 Power: 5
 Intelligence: 3
 Mobility: 15
 Size: 6 (1.2m)
 Special: 65% - nauseating spit 20m
 Combat Details: 65% - bite 1d6



Vart Lizards are quiet creatures that live in woods or forests close to flowing streams. They are generally peaceful in nature and mind their own business. However, if they are attacked they can deliver a nasty bite or spit their very odorous saliva up to twenty metres. If this spittle hits, the victim must perform a successful Karma Influence or be unable to do anything for 1d4 + 2 rounds due to extreme nausea and retching from the rising odour.

WASP. Giant Wasp

Level: 4
 Karma Influence: 45%
 Power: 4
 Intelligence: 4
 Mobility: 6/15
 Size: 6 (1.2m)
 Special: paralysis
 Combat Details: 110% - sting 2d4

Hit Points: 12
 Armour: 10
 Dodge: 20%,20%
 Damage Bonus: 0
 Combat Strength: 30
 Encounter Group: 1



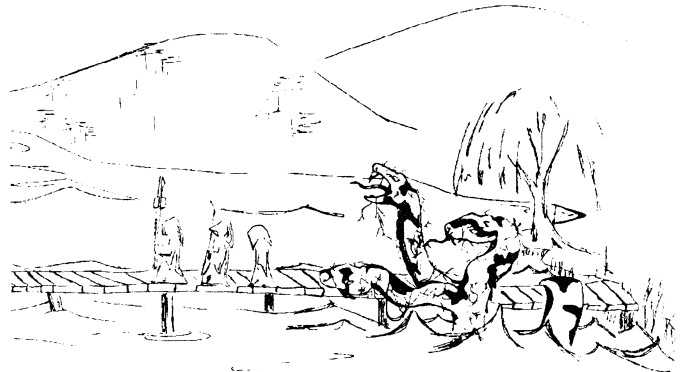
Giant Wasps are huge wasps with bright orange stripes across their black bodies. Their wings are made of a pale transparent material. They can be encountered in most climes except arctic regions and are swift and mobile flyers and dive on their prey from above. They will generally only attack solitary creatures. If a Wasp's sting penetrates any

armour and causes damage to a victim's body, the victim must perform a successful Karma Influence or become paralysed for 3d6 days. Once a victim is paralysed, the wasp will lay an egg on its skin. This egg will hatch in four days. The lava will then kill and eat the victim over the next several days, at a rate of four constitution points each day. It will then pupate and hatch into another wasp in four weeks.

WATER PYTHON

Level: 8
 Karma Influence: 65%
 Power: 10
 Intelligence: 7
 Mobility: 6/0/18
 Size: 75 (15.0m)
 Special: surprise 1-3.
 Combat Details: 3 * 170% - bite 2d6 + 2

Hit Points: 40
 Armour: 70
 Dodge: 25%,-25%
 Damage Bonus: 0
 Combat Strength: 75
 Encounter Group: 1



Water Pythons are huge three-headed pythons that live in lakes and rivers. They are voracious predators and will often attack passing water vessels. They have oozy, sticky skins that cause mud, rocks, sticks and other debris to adhere to them, giving a high armour score. Because of their colouring and cover they are almost impossible to detect while in the water, thus gaining their increased surprise value.

WATER WORM

Level: 2
 Karma Influence: 35%
 Power: 1
 Intelligence: 0
 Mobility: 0/9
 Size: 0 (0.01m)

Hit Points: 2
 Armour: 0
 Dodge: 0%,50%
 Damage Bonus: 0
 Combat Strength: 18
 Encounter Group: 5-30



Special: extreme nausea

Combat Details: nil

Water Worms are transparent slug-like creatures that live in fresh water ponds. They are less than one centimetre in length, are able to swim and due to their transparency they can not be seen in the water. If they are swallowed, and this is almost impossible to avoid if water from their pond is not strained through a cloth before it is consumed, the consumer must perform a successful Karma Influence or be violently ill for 2d6 days and lose a like amount of constitution points.

WEREBEAR

Level: 5

Karma Influence: 50%

Power: 12

Intelligence: 10

Mobility: 9

Size: 10 (2.0m)

Hit Points: 35

Armour: 50

Dodge: 0%,0%

Damage Bonus: 3

Combat Strength: 91

Encounter Group: 1

Special: regenerate. 10% - lycanthrope infection.

Combat Details: 2 * 95% - claw 1d8 + 3, 105% - bite 2d6



Like Werewolves, Werebears are a lower form of Shape Shifter. They appear as large bipedal bears with vaguely human stature. When in normal human form they are 75% undetectable as lycanthropes. Because of this they generally avoid human settlements and inhabit only remote areas. As with werewolves they can infect wounded victims with lycanthropy with a 10% chance of success. They have the same shape change limitations as Werewolves and regenerate one hit point every ten rounds when in bear form. They are unable to be harmed by weapons not of a magical nature or not made of silver.

WERERAT

Level: 3

Karma Influence: 40%

Power: 6

Intelligence: 10

Mobility: 12

Size: 10 (2.0m)

Hit Points: 15

Armour: 20

Dodge: 30%,0%

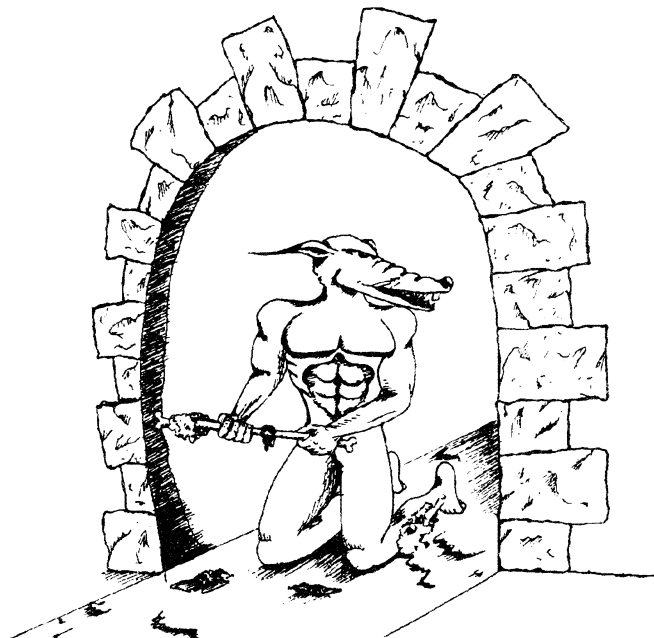
Damage Bonus: 1

Combat Strength: 35

Encounter Group: 2-12

Special: 10% - lycanthrope infection.

Combat Details: 95% - 1d8 + 2 or by weapon type or 95% - bite 1d6



Wererats are a class of shape shifter. They appear as hairy Humans with sharp features and pointed ears, or as large ratlike humanoids. They are able to shift into Human form at will and in sunlight. The change takes ten rounds. When in Human form they can only be detected as lycanthropes by the use of a REVELATION spell although other animals, except rats, become disturbed in their presence. When in combat they generally use weapons but are also able to inflict their disease with their vicious bite. Wererats are extremely cunning and will not generally attack unless their lairs are threatened or the attack seems assured of success. They have a love of shiny objects such as jewels etc. They enjoy eating humanoid flesh and often eat small children.

WEREWOLF

Level: 5

Karma Influence: 50%

Power: 12

Intelligence: 10

Mobility: 15

Size: 10 (2.0m)

Hit Points: 30

Armour: 30

Dodge: 20%,0%

Damage Bonus: 3

Combat Strength: 82

Encounter Group: 1

Special: 10% - lycanthrope infection.

Combat Details: 2 * 95% - claw 1d8 + 3, 105% - bite 1d10

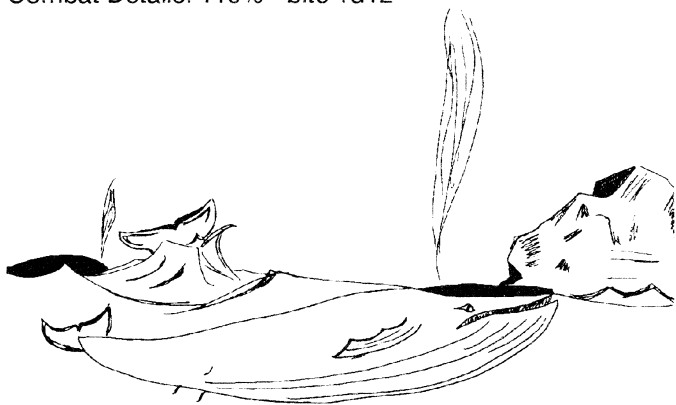
Werewolves are a lower form of Shape Shifter. They appear as hairy humanoids with pointed ears and powerful claws and teeth, or as large wolves. When in Human form, however, they are 95% indistinguishable from normal Humans, although domestic animals will show a fear of werewolves. Werewolves are able to transform during night time or in any dark place. In the presence of a full moon they are always compelled to change. Werewolves



generally inherit their shape change ability genetically but there is a 10% chance that any humanoid that is injured by a Werewolf will be infected with shape changing on the next full moon. They can be of any class when in their Human form but while in Werewolf form they are unable to use any of their skills and roam about the countryside, mainly in search of food. In this form they are able to regenerate one hit point every ten rounds regardless of their human constitution. They can only be harmed by magical or silver weapons. Creatures affected by lycanthropy can only be cured by a CURE and REMOVE CURSE spell. However, inherited lycanthropy is incurable.

WHALE

Level: 4	Hit Points: 60
Karma Influence: 45%	Armour: 40
Power: 12	Dodge: 0%,-25%
Intelligence: 10	Damage Bonus: 0
Mobility: 0/0/15	Combat Strength: 72
Size: 100 (20.0m)	Encounter Group: 1-20
Special: ram	
Combat Details: 110% - bite 1d12	

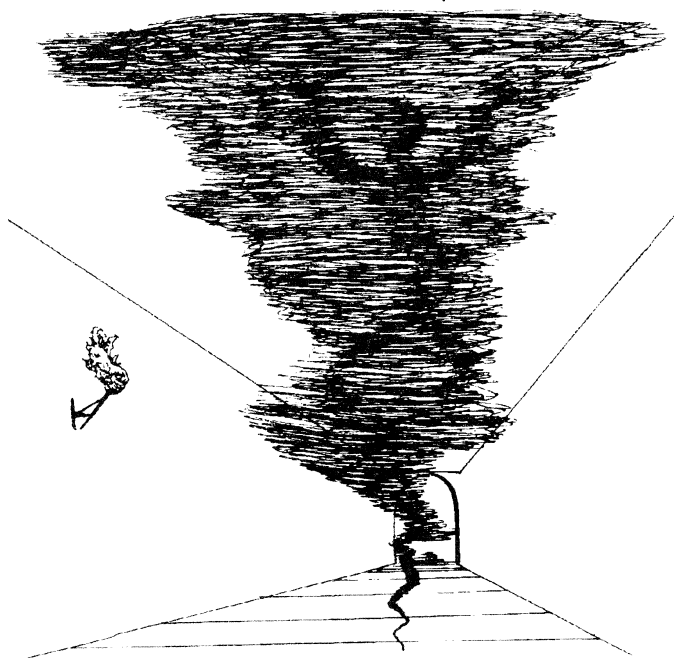


Whales can be found in any body of salt water of at least fifteen metres in depth. Although they are generally peaceful they can, on occasion, become hostile. There are also some whales called rogue whales that will attack any human on sight. All whales attack boats by ramming them, inflicting 4d6 hit points of damage on the boat. If the damage score in any one charge is greater than or equal to three times the length of the boat, the boat is capsized.

If a whale is reduced to fewer than half of its hit points it will sound, diving to great depths. If it is attached to a boat or object (by harpoon rope etc.) it will be able to pull one metre of the object under the water for every five hit points remaining. A whale that has lost more than three quarters of its hit points will be unable to sound. Whales are able to communicate with each other within a twenty-five kilometre radius.

WHIRLWINDS

Level: 4	Hit Points: 10
Karma Influence: 45%	Armour: 0
Power: 1	Dodge: 60%,100%
Intelligence: 8	Damage Bonus: 0
Mobility: 0/0/18	Combat Strength: 63
Size: 10 (2.0m)	Encounter Group: 1-6
Special: attack negates armour.	
Combat Details: 110% - buffet 1-3 hit points	



Whirlwinds appear as slim humanoid forms composed of swirling wind and gases. They have their own language. They cause damage by buffeting an opponent and thus negate any armour protection of the opponent, inflicting the damage directly on the body of the victim. Whirlwinds are quasi-air elemental creatures that are drawn to the Natural World through their love of beauty. They are often found in isolated areas guarding beautiful carvings or other such treasures. They fear other air elemental creatures but will attack all other life forms if their wards are threatened.

WINDECARN

Level: 9	Hit Points: 35
Karma Influence: 70%	Armour: 40
Power: 12	Dodge: 30%,-10%
Intelligence: 15	Damage Bonus: 4
Mobility: 15	Combat Strength: 134
Size: 12 (2.4m)	Encounter Group: 1-4,30-100
Special: 40% manna resistance; initiative of 6	
Combat Details: 3 * 220% - + 5 great sword 2d8 + 9	

The Windecarn are a race of magical humanoids almost identical to Humans. They are rarely encountered unless they wish to be. They live in small communities of up to one hundred in number and they are able to magically shield their villages from view and therefore no creature will be



able to see the villages unless the Windecarn wish it. They are great warriors who wield magical great swords in battle. These weapons are fashioned by themselves. They are able to fashion any sword up to a magical bonus of +5 at a rate of one '+' per four months. They are very strong and quick in battle and gain a six on the first roll of all initiative in any situation. Each Windecarn has a gem embedded in its forehead which it is able to remove. They have been known to give these gems to creatures to whom they owe a great debt. The creature can then magically summon the Windecarn who will then perform a service and redeem its gem.

WISAR

Level: 4	Hit Points: 20
Karma Influence: 45%	Armour: 40
Power: 8	Dodge: 0%, -25%
Intelligence: 15	Damage Bonus: 3
Mobility: 9/0/12	Combat Strength: 32
Size: 15 (3.0m)	Encounter Group: 1

Special: regenerate 3hp/round
 Combat Details: 2 * 90% - claw 1d8 + 3

Wisars are solitary creatures roaming desolate or sparsely populated areas. They appear as solidly built crocodiles standing upright on their hind legs. Their heads, often covered in shaggy hair are much more rounded than a crocodile's and although they have gaping mouths filled with sharp teeth, appear vaguely humanoid. They will only fight in self defence, as they are generally peaceful in nature. They have excellent memories and never forget anything; therefore they seem very wise and knowledgeable. If they are asked a question and they do not know the answer they will concoct an answer that will sound highly plausible and those listening will have no reason to disbelieve it unless they have some prior knowledge to the contrary. The life span of a Wisar is incredibly long - some are thought to live to almost one thousand years but five hundred years seems more typical. Wisars can regenerate lost hit points quickly and can



regrow severed limbs over a period similar to a REGENERATE spell. They are able to converse in all humanoid languages.

WOLF

Level: 2	Hit Points: 12
Karma Influence: 35%	Armour: 20
Power: 5	Dodge: 10%, 20%
Intelligence: 6	Damage Bonus: 0
Mobility: 18	Combat Strength: 32
Size: 6 (1.2m)	Encounter Group: 4-24

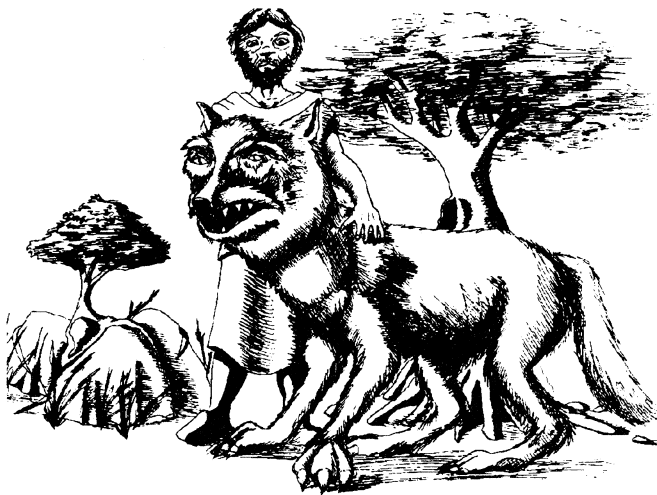
Special: surprised -1, 125% - tracking
 Combat Details: 80% - bite 1d6



Wolves appear as large, grey coated dogs with golden eyes. They attack with vicious bites. They can be found in almost any clime. They generally hunt in packs of 4d6 and will track prey for kilometres. Because of their well-developed eyesight and hearing they reduce any time surprised by one round. They can sometimes be trained as war dogs if captured and tamed when young. Although humans have little trust in these creatures, Goblins often mix freely with them.

WOLF. Criben Wolf

Level: 6	Hit Points: 40
Karma Influence: 55%	Armour: 80
Power: 16	Dodge: 0%, 0%
Intelligence: 20	Damage Bonus: 3
Mobility: 12	Combat Strength: 80
Size: 10 (2.0m)	Encounter Group: 1-6



Special: shape change, spells. 100% - Furtive Movement.
Combat Details: 150% - bite 2d6

Criben Wolves, also known as wolf-weres, are evil wolves of a magical nature. In appearance they look like Worg Wolves with pale green eyes and white paws. They are extremely intelligent and are a minor class of Shape Shifter. They are able to move furtively with 100% chance of success. They can also change into human form once per day. When in this form they appear as lean strong humans (male or female) and always have a charisma of at least sixteen. Once per day they are able to cast the following spells - SLEEP, IDEA INSINUATION and COMPULSION. They can only be injured by weapons of a magical nature. Criben Wolves despise Werewolves and can recognise one instantly. Criben Wolves enjoy causing chaos in humanoid societies and feed exclusively on humanoid flesh. On occasion they associate with other wolves, normal or Worg. A Criben Wolf can be held at bay by a RIGHT OF MARTYRDOM spell.

WOLF. Worg

Level: 4	Hit Points: 20
Karma Influence: 45%	Armour: 40
Power: 12	Dodge: 0%, -10%
Intelligence: 6	Damage Bonus: 2
Mobility: 18	Combat Strength: 37
Size: 9 (1.8m)	Encounter Group: 2-12

Special: surprise 1-3, surprised -1, 75% - furtive movement
Combat Details: 110% - bite 1d8



Worg Wolves are bigger and more cunning than normal wolves. They appear as huge wolves with icy blue eyes and

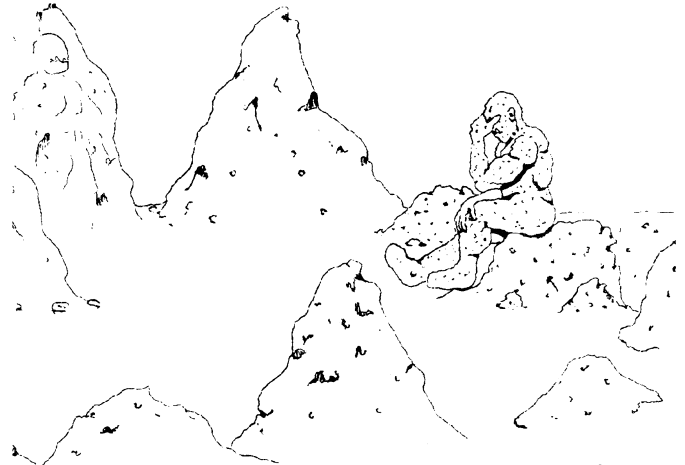
silvery grey coats. They can be found in almost any climate. Because of their keen senses they subtract one from any time for which they are surprised. Due to their colouring and cunning they are able to move furtively with a 75% chance of success. They use these abilities to sneak up on their prey and gain a surprise advantage. No Worg has ever been known to be tamed except by Druids, generally being of a cunning and untrustworthy nature and usually turning on any who attempt to tame them. They, like their smaller cousins, are able to track with 90% chance of success and generally hunt in packs of 2d6.

XAGAR

Level: 9	Hit Points: 35
Karma Influence: 70%	Armour: 120
Power: 15	Dodge: 0%, -25%
Intelligence: 8	Damage Bonus: 4
Mobility: 9	Combat Strength: 87
Size: 15 (3.0m)	Encounter Group: 1-4

Special: surprise 1-4

Combat Details: 2 * 205% - fist 2d8 + 4



Xagar are a race of creatures made of rock and stone and appear vaguely humanoid in shape. They live in any remote area that has much rocky terrain. They are rarely seen as they usually sit still amongst piles of rocks and boulders. When so doing they are almost indistinguishable from the surrounding rocks. If they attack from this position they gain their surprise advantage. They will usually let all creatures simply pass them by but will attack if they are threatened or their sacred area is disturbed. This area is a group of stones and boulders that have been set up in peculiar positions by the Xagar. Xagars seem to spend most of their lives sitting immobile amongst their sacred boulders.

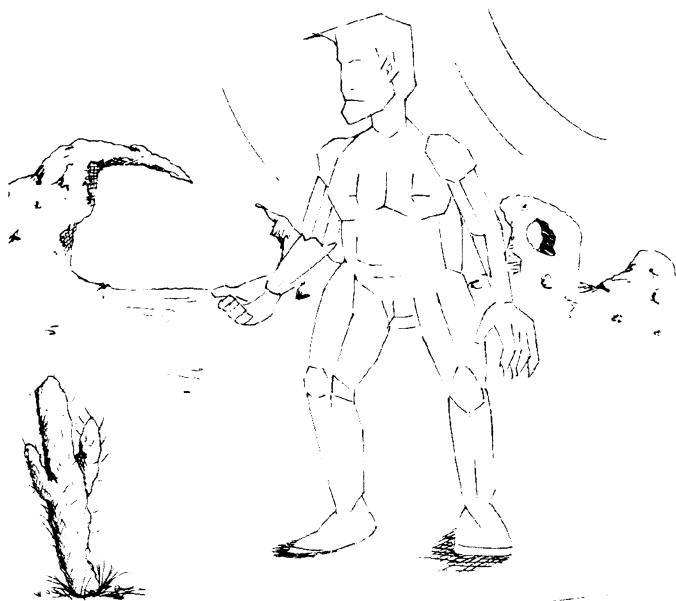
XKTHAR

Level: 9	Hit Points: 30
Karma Influence: 70%	Armour: 80
Power: 10	Dodge: 50%, -25%
Intelligence: 7	Damage Bonus: 4
Mobility: 15	Combat Strength: 143
Size: 15 (3.0m)	Encounter Group: 1

Special: surprise 1-4

Combat Details: 2 * 195% - claw 2d8 + 4, 205% - bite 1d10

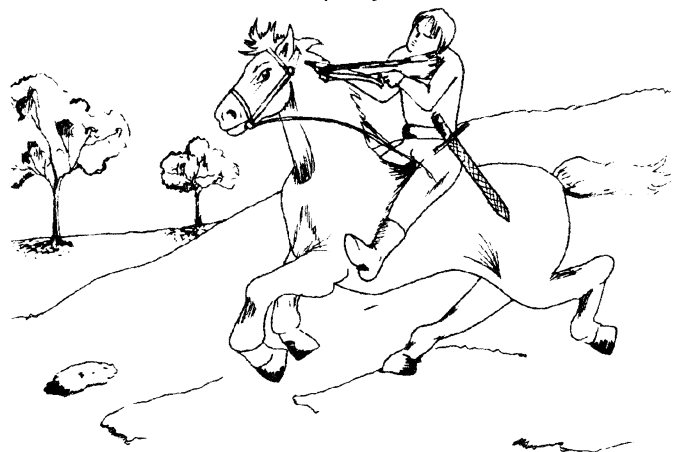
Xkthar are solitary creatures that roam the harsh landscapes of arid wastelands and deserts. They appear as tall humanoids with sandy coloured, almost crystalline skin. They will attack any creature that appears to be



threatening that enters their domain. They usually attack by hiding within bushes or buried in the sand in the path of the intended victim. They then leap from their hide and surprise their victim with increased chance.

YARDAN

Level: 4
Karma Influence: 45%
Power: 8
Intelligence: 12
Mobility: 12
Size: 10 (2.0m)
Special:
Hit Points: 20
Armour: 60
Dodge: 25%,0%
Damage Bonus: 2
Combat Strength: 76
Encounter Group: 2-8,50-100
Combat Details: 110% - long sword 1d8 + 3 or 110% - light crossbow 1d4 + 6, 55% parry with medium shield.



Yardan, or Wastelanders, are a race of humans living in remote areas and wastelands. They are semi-nomadic in culture, living for months at a time in caves, tree houses, tents etc. and then packing up and moving to a new area. They watch any creatures that may be a threat to them in order to gauge their strength and intention. In this role they will often be seen mounted on horses, following the group that is under scrutiny from nearby ridges etc. They will usually leave travelling groups alone unless they themselves are threatened or the group seems rich and poorly guarded. They are extremely skilled riders and when attacking they ride at their victims and shoot a volley of crossbow bolts. They then sheathe their crossbows on

their saddles, draw their swords and attack from atop their horses.

YEOWIE

Level: 4
Karma Influence: 45%
Power: 4
Intelligence: 8
Mobility: 21
Size: 10 (2.0m)
Hit Points: 15
Armour: 30
Dodge: 40%,0%
Damage Bonus: 2
Combat Strength: 69
Encounter Group: 1-4
Special: surprise 1-4, enhanced night vision, 75% - Furtive Movement
Combat Details: 2 * 80% - claw 1d8 + 2, 90% - bite 1d6

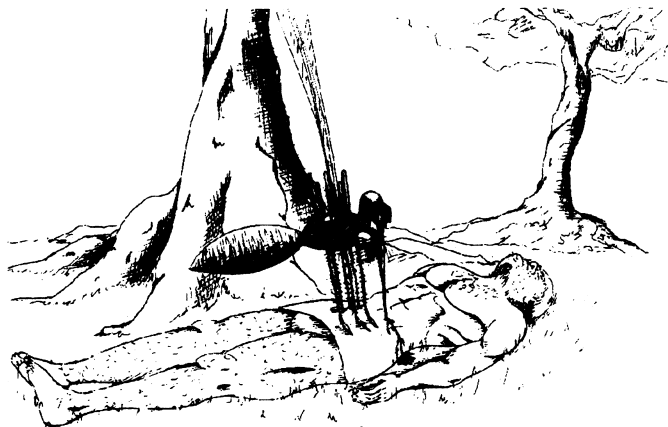


These furry bipedal creatures, similar in shape to humanoids, have well developed claws and powerful hind legs and are found in any savanna area with plenty of trees. They have very large eyes which endow the Yeowie with enhanced night vision. They can move furtively with 75% chance of success. Using these skills they surprise victims on a 1-4 chance. They are also able to disguise their tracks well which gives a 75% resistance to being tracked. They are herbivorous but will attack intruders in their domain with animal cunning. They are agile climbers and can leap distances of up to ten metres to attack unsuspecting victims.

YVELL

Level: 1
Karma Influence: 30%
Power: 3
Intelligence: 2
Mobility: 3/9
Size: 3 (0.6m)
Hit Points: 10
Armour: 0
Dodge: 0%,35%
Damage Bonus: 0
Combat Strength: 21
Encounter Group: 1
Special: surprise 1-4
Combat Details: nil

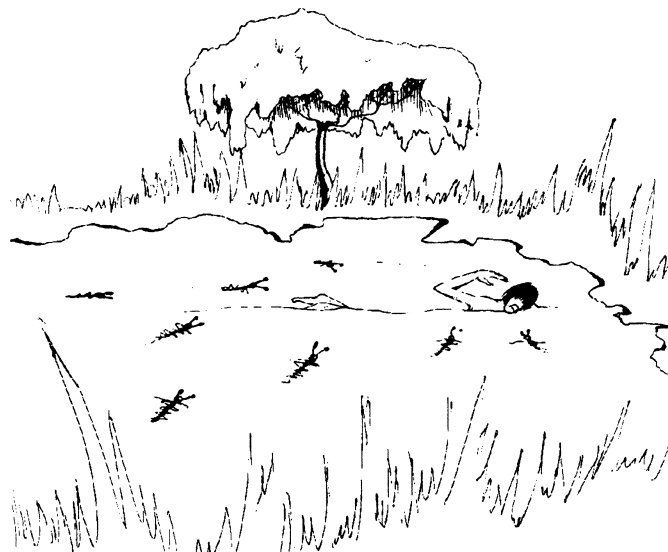
An Yvell is a giant mosquito which looks like a normal mosquito in all respects except for its larger size. They can be found anywhere within twenty kilometres of large bodies of stagnant or slowly-flowing water. An Yvell has no direct attack method but will land on an unsuspecting victim, usually which is asleep. At this point the victim must attempt



a Karma Influence and if unsuccessful the Yvell will suck $1d6 + 1$ constitution points of blood from its victim. If the attempt was successful, the victim wakes or becomes aware of the Yvell and is able to avoid it. If the Yvell is unsuccessful it will fly away, to return again when all seems quiet.

YVELL LAVA

Level: 3	Hit Points: 10
Karma Influence: 40%	Armour: 30
Power: 3	Dodge: 0%, 35%
Intelligence: 1	Damage Bonus: 0
Mobility: 0/0/6	Combat Strength: 36
Size: 3 (0.6m)	Encounter Group: 2-8
Special: nil	
Combat Details: 95% - bite 1d8	



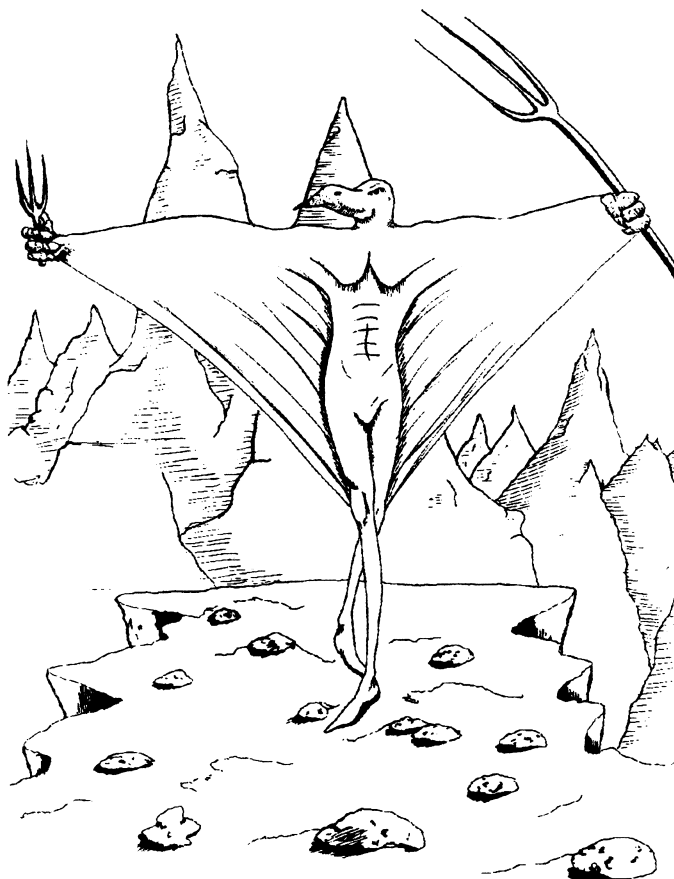
Yvell Lava are similar to normal mosquito lava except for their larger size. They live in pools of stagnant or slowly-flowing water and will attack warm blooded creatures that enter the water near them.

ZIGROTH

Level: 9	Hit Points: 40
Karma Influence: 70%	Armour: 50
Power: 12	Dodge: 60%, -10%
Intelligence: 15	Damage Bonus: 3
Mobility: 12/21	Combat Strength: 146
Size: 12 (2.4m)	Encounter Group: 1-4, 2-16
Special: initiative +1	
Combat Details: 4 * 195% - short trident 1d6 + 6 or 225% - long trident 1d8 + 6	

Zigroth are evil birdmen. They have bodies similar to Humans with leathery skin, huge bat like wings and beaked

faces. They usually live in remote, mountainous or hilly areas but will often attack small settlements or caravans in search of loot or prey. Their favourite attack is to swoop from above using a long trident as a lance or thrown weapon. Once landed they use two short tridents in melee. They are rumoured to worship evil gods and offer living sacrifices.



RANDOM CREATURE ENCOUNTERS

The following set of tables provides a means for the Battle Master to generate encounters for adventurers across a wide range of different environments. The tables may be used exactly as they are listed here or they may be used as a guide for the Battle Master to populate areas or create encounters of his own design.

Terrain Types

Typical vegetation covering differing terrain is divided into four categories as follows:

GRASSLAND: These areas are generally clear of trees and large shrubs. They may have small bushes, no more than one metre in height, and individual, isolated trees but are typically OPEN areas with little more than grass as their vegetation covering.

SCRUB: Scrub areas are usually considered as COVERED areas but thick scrub may occur, creating a HEAVY terrain category. Although trees do grow in these areas, they are usually only in isolated groups. The typical

GRASSLAND ENCOUNTERS (1d100)			
Creature	Mnts	Hills	Plains
Ant. Giant Ant	01-10	01-10	01-10
Asp	11-15	11-15	11-15
Carniverous Butterfly		16-17	16-20
Centaur			21
Eagle. Giant Eagle	16-17		
Elephant		18-20	22-24
Giant. Hill Giant		21-23	
Giant. Mountain Giant	18-25		
Hyena. Giant Hyena			25-29
Killeroo		24-28	30-33
Lion			34-40
Minotaur		29-32	41-42
Mulsh Razor	26	33-35	43-44
Ogre	27-35		
Quavel		36-45	45-50
Rat. Giant Rat	36-45	46-55	51-55
Rat. Huge Rat	46-48	56-58	56-57
Rhinoceros		59-60	58-60
Scorpion. Giant Scorpion	49-54	61-65	61-65
Scree Slope	55-56		
Snake. Poisonous Snake	57-65	66-73	66-70
Spider. Giant Spider	66-68	74-80	71-77
Spider. Giant Trap-door Spider		81-82	78-80
Spoor Ball	69-70	83-84	81-83
Terra Worm			84
Wasp. Giant Wasp	71-75	85-86	85-88
Wolf	76-90	87-96	89-97
Wolf. Worg	91-95	97-100	98-100
Zigroth	96-100		

ALPINE ENCOUNTERS	
Creature	1d100
Ant. Giant Ant	01-10
Asp	11-15
Asphyxiant Tree	16-20
Bear. Black Bear	21-30
Bear. Brown Bear	31-35
Deer. Giant Deer	36-40
Doom Tree	41-45
Dragon. Snow Dragon	46
Giant. Snow Giant	47-50
Rat. Giant Rat	51-60
Rat. Huge Rat	61-65
Scorpion. Giant Scorpion	66-70
Spider. Giant Spider	71-75
Treeherd	76-78
Wasp. Giant Wasp	79-85
Wolf	86-95
Wolf. Worg	96-100

vegetation is usually small or large shrubs and tangled undergrowth, often interspersed with small clear areas or several trees.

WOODS: In wooded areas there is usually little or no undergrowth and few shrubs. There are typically many trees growing from five to ten metres apart, with some pockets of closer growing vegetation. They are typically considered as COVERED areas.

FOREST: Forests typically have many trees and large bushes and shrubs, often with much tangled undergrowth. There are also other types of forest that have little undergrowth but many huge, towering trees; greatly reducing light from above and creating a dark, shadowy environment. Forests are usually considered as HEAVY terrain.

Each of these four vegetation types may occur in three physical terrain types as follows:

SCRUB ENCOUNTERS (1d100)			
Creature	Mnts	Hills	Plains
Ant. Giant Ant	01-06	01-05	01-04
Asp	07-12	06-09	05-07
Asphyxiant Tree	13-15	10-12	08-10
Biter Rock	16-19		
Boar. Giant Boar		13-15	11-13
Brssd	20-23	16-18	14-16
Carniverous Butterfly		19-22	17-20
Centaur			21-23
Centipede. Giant Centipede	24-28	23-25	24-26
Death Spine	29-31	26-28	27-29
Eagle. Giant Eagle	32-33		
Elephant		29-31	30-32
Flurry Ball	34-37	32-34	33-35
Fog Monster		35-36	
Giant. Hill Giant		37-38	
Giant. Mountain Giant	38-39		
Grey Fungus	40-42	39-41	36-38
Grulun	43-45	42-43	39-41
Hyena. Giant Hyena			42-44
Jugdivor	46-47		
Killeroo		44-46	45-47
Lion	48-51	47-49	48-50
Minotaur		50-51	51-52
Mulsh Razor		52-55	53-56
Ogre		56-57	57-58
Quavel		58-60	59-62
Rambat	52-55	61-63	
Rat. Giant Rat	56-60	64-66	63-65
Rat. Huge Rat	61-64	67-68	66-67
Rhinoceros			68-70
Roc	65		
Scorpion. Giant Scorpion	66-67	69-70	71-72
Scree Slope	68-70		
Shadow Steed	71	71	
Snake. Poisonous Snake	72-75	72-74	73-75
Spider. Giant Spider	76-78	75-77	76-78
Spider. Giant Trap-door Spider		78-80	79-81
Spider Monster		81	82
Spoor Ball	79-82	82-84	83-85
Troll	83-86	85-87	
Wasp. Giant Wasp	87-90	88-90	86-88
Wolf	91-95	91-94	89-94
Wolf. Worg	96-98	95-97	95-97
Yeowie		98-100	98-100
Zigroth	99-100		

ARCTIC ENCOUNTERS	
Creature	1d100
Bear. Polar Bear	01-30
Crab. Giant Crab	31-35
Dragon. Snow Dragon	36
Giant. Snow Giant	37-50
Ice Warrior	51-55
Rat. Giant Rat	56-70
Rider	71-80
Uvikwan	81-83
Wolf	84-100

MOUNTAINS: These areas are usually high, rugged peaks that are not easily accessible unless travelling along roads, equipped with expensive and specialised equipment, or travelling very slowly and with care.

HILLS: Hilly areas can often be found leading up to mountainous terrain but may also occur as an environment on their own. They are not as rugged or inaccessible as mountainous areas but rather are undulating ground with many ridges and valleys.

WOODS ENCOUNTERS (1d100)			
Creature	Mnts	Hills	Plains
Ant. Giant Ant	01-04	01-03	01-03
Asp	05-09	04-07	04-07
Asphyxiant Tree	10-12	08-10	08-10
Bear. Black Bear	13-15	11-13	11-13
Bear. Brown Bear		14-16	14-16
Brssd	16-20	17-20	17-20
Carniverous Butterfly			21-23
Doom Tree	21-22	21-22	24-25
Eagle. Giant Eagle	23-24		
Flesh Seeker	25-27	23-25	26-28
Flurry Ball	28-31	26-28	29-31
Fog Monster		29-30	
Giant. Hill Giant		31-32	
Giant. Mountain Giant	32-33		
Grey Fungus	34-36	33-35	32-34
Grulun	37-39	36-38	35-37
Harpy			38-39
Jugdivor	40-42		
Killeroo		39-40	40-42
Lion		41-42	43-45
Minotaur		43-44	46-47
Ogre	43-45	45-47	
Panther Possum	46-49	48-50	48-50
Pixie		51-52	51-52
Rambat	50-52	53-55	
Rat. Giant Rat	53-57	56-59	53-56
Rat. Huge Rat	58-60	60-61	57-58
Satyr		62-63	59-60
Scila Vine	61-64	64-66	61-63
Scorpion. Giant Scorpion	65-66	67-68	64-65
Scree Slope	67-71		
Slumber Tree	72-75	69-71	66-68
Snake. Giant Constrictor Snake	76-79	72-73	69-70
Snake. Poisonous Snake	80-82	74-76	71-74
Spider. Giant Spider	83-85	77-79	75-77
Spider. Giant Trap-door Spider		80-81	78-79
Spider Monster		82	80
Spoor Ball	86-88	83-85	81-83
Terra Worm			84-85
Treeherd	89	86	86
Troll	90-91		
Vart Lizard		87-90	87-90
Wasp. Giant Wasp	92-94	91-93	91-93
Wolf	95-98	94-96	94-96
Wolf. Worg	99-100	97-98	97-98
Yeowie		99-100	99-100

PLAINS: Plains can often be found surrounding hilly areas. They are generally flat but may have undulating areas with low ridges and shallow valleys.

Other terrain types also exist:

ALPINE: This terrain typically occurs in mountainous or high hilly areas and is typically covered in woods or grassland. It has permanent snow cover in winter with the snow often spanning spring and autumn as well.

ARCTIC: Arctic terrain has no vegetation and ranges in physical features from plain to mountains, with few hilly areas occurring. It is permanently snow and ice bound.

OCEAN/MARINE: These areas are any large body of salt water at least one kilometre from any coastline.

MARINE/COASTAL: The coastal areas are generally considered to be any salt water environment ranging from one kilometre offshore to one kilometre inland. However, some creatures able to generated for these areas can

FOREST ENCOUNTERS (1d100)			
Creature	Mnts	Hills	Plains
Ant. Giant Ant	01-04	01-04	01-04
Ape	05-08	05-08	05-07
Asp	09-12	09-12	08-10
Asphyxiant Tree	13-15	13-15	11-12
Bat. Giant Bat	16-18	16-18	13-14
Bear. Black Bear	19-21	19-21	15-18
Bear. Brown Bear			19-21
Boar. Giant Boar			22-24
Brssd	22-25	22-25	25-27
Centipede. Giant Centipede	26-29	26-29	28-30
Crab. Giant Crab		30-31	31-32
Death Spine	30-32	32-34	33-35
Doom Tree	33-34	35-36	36
Flesh Seeker	35-36	37-38	37-39
Flurry Ball	37-40	39-42	40-41
Giant. Mountain Giant	41-42		
Grey Fungus	43-46	43-46	42-44
Grulun	47-48	47-48	45-46
Harpy			47-48
Hydra	49		
Panther Possum		49-50	49-51
Rat. Giant Rat	50-52	51-53	52-54
Rat. Huge Rat	53-54	54-55	55-56
Satyr		56-57	57-58
Scila Vine	55-58	58-61	59-61
Scorpion. Giant Scorpion	59-60	62-63	62-63
Shadow Steed	61		
Slumber Mould	62-65	64-67	64-65
Slumber Tree	66-68	68-70	66-68
Snail. Giant Snail	69-71	71-73	69-71
Snake. Giant Constrictor Snake	72-73	74-75	72-73
Snake. Giant Poisonous Snake	74-75	76-77	74-75
Snake. Poisonous Snake	76-79	78-80	76-79
Spider. Giant Poisonous Spider	80-81	81-82	80-81
Spoor Ball	82-85	83-85	82-84
Treeherd	86	86	85
Tregar	87-88	87-88	86-87
Troll	89-91	89-90	
Vart Lizard		91-94	88-91
Wasp. Giant Wasp	92-94	95-96	92-94
Wolf	95-98	97-99	95-98
Wolf. Worg	99-100	100	99-100

obviously not be encountered in both the water and on land. Coastal rivers may be included in this terrain type.

RIVER/LAKE: Generally these areas are freshwater environments and include the river or lake itself as well as the surrounding terrain that is closely governed by the flow of the river etc. Coastal rivers or inland saltwater lakes may also be included in this terrain type if desired.

MARSH/SWAMP: These areas can be found in many physical terrain types, although they are rare or non-existent in arctic, desert, oceanic, or volcanic areas.

DESERT: Deserts are generally harsh, arid landscapes with little water, sparse vegetation, and high temperatures. They can range from sandy wastes to rough, rocky environments.

SUBTERRANEAN/CAVERN: As well as any underground area, unused buildings or deserted villages or towns can often be included in this terrain type.

VOLCANIC: Any volcanic areas, subterranean or above ground, may be included in this terrain type. The areas are generally very hot, usually with a sulfurous or acrid odour and often with flowing lava, mud or water geysers and sometimes violent explosions and eruptions.

OCEAN/MARINE ENCOUNTERS

Creature	1d100
Dolphin	01-10
Dragon. Sea Dragon	11
Eel. Electric Eel	12-14
Eel. Giant Eel	15-20
Giant. Sea Giant	21-23
Merman	24-28
Octopus. Giant Octopus	29-30
Queldon	31-32
Sea Steed	33-35
Shark	36-60
Snake. Giant Sea Snake	61-65
Squid. Giant Squid	66-70
Triton	71-73
Turtle. Giant Turtle	74-80
Whale	81-100

MARINE/COASTAL ENCOUNTERS

Creature	1d100
Asp	01-05
Clam. Giant Clam	06-10
Crab. Giant Crab	11-14
Crocodile	15-20
Dolphin	21-25
Eel. Electric Eel	26-27
Eel. Giant Eel	28-35
Cyclops	36-38
Merman	39-40
Sand Monster	41-43
Scorpion. Giant Scorpion	44-45
Sea Steed	46-50
Shark	51-60
Siren	61-63
Sith Lizard	64-70
Snake. Giant Sea Snake	71-75
Stingray	76-90
Triton	91-93
Turtle. Giant Turtle	94-100

RIVER/LAKE ENCOUNTERS

Creature	1d100
Clam. Giant Clam	01-05
Crab. Giant Crab	06-15
Crocodile	16-25
Dolphin	26-30
Eel. Giant Eel	31-35
Leech. Giant Leech	36-50
Rat. Giant Rat	51-60
Rat. Huge Rat	61-63
Snake. Poisonous Snake	64-66
Spasha-Phoby	67-70
Toad. Giant Toad	71-80
Vart Lizard	81-83
Wasp. Giant Wasp	84-85
Water Python	86-89
Water Worm	90
Yvell	91-95
Yvell Lava	96-100

Times Of Encounter

Over the passing of a day there are several time periods during which encounters may occur. These are as follows:

DAILY TIME PERIODS

TIME PERIOD	BEGINNING	END
Dawn:	4:00 am	7:00 am
Morning:	7:00 am	noon
Afternoon:	noon	5:00 pm
Dusk:	5:00 pm	8:00 pm
Evening:	8:00 pm	midnight
Night:	midnight	4:00 am

MARSH/SWAMP ENCOUNTERS

Creature	1d100
Ant	01-05
Asp	06-07
Asphyxiant Tree	08-10
Banshee	11
Bat. Giant Bat	12-14
Brssd	15-16
Carniverous Butterfly	17
Centipede. Giant Centipede	18-20
Clam. Giant Clam	21
Crab. Giant Crab	22-24
Crocodile	25-30
Death Spine	31-32
Death Slime	33-35
Doom Tree	36-39
Dragon. Swamp Dragon	40
Eel. Electric Eel	41
Eel. Giant Eel	42-44
Eye Killer	45
Flesh Seeker	46-49
Flurry Ball	50-53
Fog Monster	54-55
Grey Fungus	56-60
Grulun	61-62
Moor-Ag	63-65
Mulsh Razor	66
Rat. Giant Rat	67-70
Rat. Huge Rat	71
Scila Vine	72
Scorpion. Giant Scorpion	73-75
Slumber Tree	76
Snake. Giant Constrictor Snake	77-80
Snake. Giant Poisonous Snake	81-82
Snake. Poisonous Snake	83-85
Spasha-Phoby	86
Spider. Giant Poisonous Spider	87
Spider. Giant Spider	88-89
Stymphalion Birds	90
Swamp Fiend	91
Swamp Monster	92
Toad. Giant Toad	93-94
Trog	95
Troll	96
Water Python	97
Water Worm	98
Yvell	99
Yvell Lava	100

DESERT ENCOUNTERS

Creature	1d100
Ant. Giant Ant	01-10
Asp	11-15
Biter Rock	16-20
Crab. Giant Crab	21-24
Dragon. Sand Dragon	25
Quavel	26-30
Rat. Giant Rat	31-40
Rat. Huge Rat	41-43
Rider	44-48
Sand Dervish	49-51
Sand Monster	52-53
Scorpion. Giant Scorpion	54-58
Snake. Poisonous Snake	59-73
Spider. Giant Spider	74-78
Spider. Giant Trap-door Spider	79-80
Wasp. Giant Wasp	81-88
Wolf	89-98
Xkthar	99-100

Depending on the concentration of creatures in the area concerned and the time of day that an encounter may occur, there is a differing chance that any creatures will

SUBTERANEAN/CAVERN ENCOUNTERS	
Creature	1d100
Ant. Giant Ant	01-10
Asp	11-15
Bat. Giant Bat	16-20
Bear. Black Bear	21-25
Bear. Brown Bear	26-28
Biter Rock	29-30
Crab. Giant Crab	31-33
Death Beetle	34-35
Death Slime	36-40
Eye Killer	41
Flurry Ball	42-44
Fog Monster	45-47
Hydra	48
Ogre	49-55
Rambat	56-58
Rat. Giant Rat	59-70
Rat. Huge Rat	71-72
Sabre Plant	73-74
Scorpion. Giant Scorpion	75
Slumber Mould	76-77
Snake. Giant Poisonous Snake	78-80
Snake. Poisonous Snake	81-85
Spider. Giant Poisonous Spider	86-88
Spider. Giant Spider	89-90
Spider. Giant Trap-door Spider	91
Spider Monster	92
Trog	93-96
Troll	97-98
Wasp. Giant Wasp	99-100

VOLCANIC AREA ENCOUNTERS	
Creature	1d100
Biter Rock	01-45
Dragon. Lava Dragon	46
Fire Drake	47-85
Magma Man	86-100

POPULATION ENCOUNTERS	
Barbican	
Dwarf	
Elf	
Goblin	
Hobgoblin	
Hubicarn	
Human	
Iguanodon	
Kaggen	
Malachai	
Na-Goblin	
Naga	
Yardan	

actually be met. The following three tables list the chances of meeting any creature during particular time periods for three general population concentrations.

SPARSE POPULATION CONCENTRATION		
Night: 2%	Morning: 10%	Dusk: 15%
Dawn: 15%	Afternoon: 10%	Evening: 5%

MODERATE POPULATION CONCENTRATION		
Night: 10%	Morning: 15%	Dusk: 25%
Dawn: 25%	Afternoon: 15%	Evening: 20%

DENSE POPULATION CONCENTRATION		
Night: 20%	Morning: 35%	Dusk: 35%
Dawn: 30%	Afternoon: 35%	Evening: 25%

If it is determined that an encounter has occurred then the encounter tables should be consulted to generate what type of creature is met. The detailed description of that

NON-ENCOUNTERED CREATURES	
Bester	
Canavon	
Changeling	
Chimera	
Death Worm	
Demons	
Dragon. Ice Dragon	
Dragon. Mist Dragon	
Dragon. Mountain Dragon	
Dragon. Rock Dragon	
Dragon. Sky Dragon	
Dragon. Dragon Lord	
Dwarf	
Elemental Spirit	
Elf	
Familiar	
Gargoyle	
Giant. Sky Giant	
Godling	
Gorgon	
Gremlin	
Griffon	
Grim Reaper	
Guru	
Jinxer	
Lurker	
Manna Brate	
Neela	
Pegasus	
Pit Beast	
Poltergeist	
Rockamore	
Scorpio Man	
Shifter	
Sodium Gomorrha	
Sphinx. Kephren Sphinx	
Sphinx. Thebes Sphinx	
Terminator	
Titan	
Undead. Ghost	
Undead. Ghoul	
Undead. Keres	
Undead. Mummy	
Undead. Shadow Rider	
Undead. Skeletoid	
Undead. Skeleton Tribe	
Undead. Skeleton Warrior	
Undead. Vampire	
Undead. Wandering Spirits	
Undead. Wight	
Undead. Wraith	
Undead. Zombie	
Unicorn	
Vanquisher	
Werebear	
Werewolf	
Wererat	
Whirlwind	
Windecarn	
Wisar	
Wolf. Criben Wolf	
Xagar	

creature should then be referenced to calculate how many creatures are in the group that is encountered.

Distance To Encounters

When an encounter takes place, the distance between the parties involved must be calculated depending on the type of terrain in which the encounter occurs. There are

ALPHABETICAL CREATURE LIST

Ant. Giant Ant (1,3)	Demon. Sand Demon (8)
Ape. Giant Ape (3)	Demon. Spined Demon (7)
Asp (2)	Demon. Stalker Demon (5)
Asphyxiant Trees (2)	Dolphin (2)
Barbican (4)	Doom Tree (3)
Bat. Giant Bat (3)	Dragon. Ice Dragon (7,8,9)
Bear. Black Bear (3)	Dragon. Lava Dragon (6,7,8)
Bear. Brown Bear (5)	Dragon. Mist Dragon (4,5,6)
Bear. Polar Bear (4)	Dragon. Mountain Dragon (8,9,10)
Bester (7)	Dragon. Rock Dragon (6,7,8)
Biter Rock (1)	Dragon. Sand Dragon (4,5,6)
Boar. Giant Boar (4)	Dragon. Sea Dragon (5,6,7)
Brssd (1)	Dragon. Sky Dragon (4,5,6)
Canavon (5)	Dragon. Snow Dragon (5,6,7)
Carnivorous Butterfly (1)	Dragon. Swamp Dragon (4,5,6)
Centaur (4)	Dragon Lord (4,5,6)
Centipede. Giant Centipede (2)	Dwarf (5)
Changeling (6)	Eagle. Giant Eagle (5)
Chimaera (7)	Eel. Electric Eel (4)
Clam. Giant Clam (2)	Eel. Giant Eel (2)
Crab. Giant Crab (4)	Elemental Spirit (3,6)
Crocodile (3,4,5)	Elephant (5)
Death Beetle (3)	Elf (5)
Death Slime (2)	Eye Killer (7)
Death Spine (2)	Familiar. Coran (2)
Death Worm (5)	Familiar. Dragonling (2)
Deer. Giant Deer (3)	Familiar. Fairy (2)
Demon. Bonesnapper Demon (6)	Familiar. Midgie (2)
Demon. Demon Hag (4)	Familiar. Shadow Cat (2)
Demon. DurKali Demon (9)	Fire Drake (4)
Demon. Imp (1)	
Demon. Love Demon (10)	
Demon. Midgie Demon (3)	
Demon. Minor Demon (2)	
Demon. Possessor Demon (10)	

three general types of terrain that must be considered and within each terrain type there are three possible ranges at which the encounter may occur.

RANGE OF ENCOUNTER

TERRAIN CATEGORY	CLOSE	MIDDLE	FAR
Heavy	01-60	61-95	96-100
Covered	01-30	31-70	71-100
Open	01-15	16-55	56-100

DISTANCE TO ENCOUNTER

TERRAIN CATEGORY	CLOSE	MIDDLE	FAR
Heavy	1d10*2	1d10*2 + 20	1d10*2 + 40
Covered	1d10*5	1d10*5 + 50	1d10*5 + 100
Open	1d10*10	1d10*10 + 100	1d10*10 + 200

e.g. Several characters are travelling through a moderately populated forest amongst some hills - terrain type HEAVY. It is morning. The score from 1d100 is 12, therefore an encounter has occurred. The forest encounter table is consulted after 63 is scored with 1d100. Thus, a Giant Scorpion has been met. The RANGE OF ENCOUNTER table is consulted with a 1d100 score of 86, indicating a MIDDLE range encounter. The DISTANCE TO

ALPHABETICAL CREATURE LIST

Flesh Seeker (3)	Moor-Ag (6)
Flurry Ball (1)	Mulsh Razor (2)
Fog Monster (2)	Na-Goblin (3)
Gargoyle (4)	Naga (3)
Giant. Cyclops (8)	Neela (10)
Giant. Hill Giant (5)	Octopus. Giant Octopus (5)
Giant. Mountain Giant (6)	Ogre (4)
Giant. Sea Giant (7)	Panther Possum (3)
Giant. Sky Giant (7)	Pegasus (6)
Giant. Snow Giant (6)	Pit Beast (3)
Goblin (1)	Pixie (2)
Godling (8,9,10)	Poltegeist (7)
Gorgon (9)	Quavel (3)
Gremlin (3)	Queldon (7)
Grey Fungus (1)	Rambat (2)
Griffon (6)	Rat. Giant Rat (3)
Grim Reaper (7)	Rat. Huge Rat (1)
Grulun (7)	Rhinoceros (6)
Guru (7)	Rider (3)
Harpy (5)	Roc (7)
Hobgoblin (2)	Rockamore (5)
Hubicarn (2)	Sabre Plant (3)
Human (1)	Sand Dervish (7)
Hydra (10)	Sand Monster (7)
Hyena. Giant Hyena (3)	Satyr (3)
Ice Warrior (5)	Scilla Vine (1)
Iguanodon (3,5)	Scorpio Man (6)
Jinxer (2)	Scorpion. Giant Scorpion (4)
Jugdivor (7)	Scree Slope (3)
Kaggen (6)	Sea Steed (2)
Killeroo (4)	Shadow Steed (6)
Leech. Giant Leech (1)	Shark, Small, Medium, Large (2,3,4)
Lion (4)	Shifter (7)
Lurker (5)	Siren (4)
Magma Man (3)	Sith Lizard (6)
Malachai (7)	Slumber Mould (3)
Manna Brate (7)	
Merman (4)	
Minotaur (5)	

ENCOUNTER table is next consulted to determine the actual distance from the characters to the Scorpion. The HEAVY terrain, MIDDLE range distance is $1d10*2 + 20$ metres, giving 26 metres ($3*2 + 20$). Thus, the Scorpion is twenty-six metres from the characters when it is first encountered.

TYPICAL TERRAIN TYPES

HEAVY	COVERED	OPEN
forest	scrub	grassland
	woods	desert
	alpine	cultivation
	coastal areas	

Other terrain types may fall into several categories. For example, a marsh environment may be considered as COVERED or HEAVY, depending on the amount of vegetation present. Arctic areas will often vary depending on the weather. A blizzard, strong winds, or snow falls may be considered as HEAVY while a clear day may bring an arctic wasteland into the OPEN category. Subterranean and cavern areas may range from OPEN, although unlikely, through COVERED to HEAVY, depending on the amount of light, size of caves and corridors, and complexity of tunnels etc.

ALPHABETICAL CREATURE LIST

Slumber Tree (3)	Undead. Ghoul (3)
Snail. Giant Snail (2)	Undead. Keres (6)
Snake. Giant Constrictor Snake (4)	Undead. Mummy (5)
Snake. Giant Poisonous Snake (6)	Undead. Shadow Rider (10)
Snake. Giant Sea Snake (7)	Undead. Skeletoid (3)
Snake. Poisonous Snake (2)	Undead. Skeleton Tribe (1)
Sodom Gomorrah (7)	Undead. Skeleton Warrior (8)
Spasha-Phoby (2)	Undead. Vampire (7)
Sphinx. Khephren Sphinx (7)	Undead. Wandering Spirit (3)
Sphinx. Thebes Sphinx (7)	Undead. Wight (4)
Spider Monster (8)	Undead. Wraith (4)
Spider. Giant Poisonous Spider (2)	Undead. Zombie (2)
Spider. Giant Spider (3)	Unicorn (5)
Spider. Giant Trap-door Spider (4)	Uvikwan (9)
Spore Ball (2)	Vanquisher (10)
Squid. Giant Squid (7)	Vart Lizard (1)
Stingray (3)	Wasp. Giant Wasp (4)
Stymphalion Birds (6)	Water Python (8)
Swamp Fiend (5)	Water Worm (2)
Swamp Monster (6)	Werebear (5)
Terminator (10)	Wererat (3)
Terra Worm (2,4,6)	Werewolf (5)
Titan (10)	Whale (4)
Toad. Giant Toad (1)	Whirlwinds (4)
Tree Herd (5)	Windecarn (9)
Tregar (7)	Wisar (4)
Triton (4)	Wolf (2)
Trog (2)	Wolf. Criben Wolf (6)
Troll(6)	Wolf. Worg (4)
Turtle. Giant Turtle (2)	Xagar (9)
Undead. Banshee (6)	Xkthar (9)
Undead. Ghost (5)	Yardan (4)
	Yeowie (4)
	Yvell (1)
	Yvell Lava (3)
	Zigroth (9)

CREATURE LIST BY LEVEL

LEVEL 2

Asp	Mulsh Razor
Asphyxiant Trees	Pixie
Centipede. Giant Centipede	Rambat
Clam. Giant Clam	Sea Steed
Death Slime	Shark. Small Shark
Death Spine	Snail. Giant Snail
Demon. Minor Demon	Snake. Poisonous Snake
Dolphin	Spasha-Phoby
Eel. Giant Eel	Spider. Giant Poisonous Spider
Familiar. Banshee	Spore Ball
Familiar. Coran	Terra Worm. Small Terra Worm
Familiar. Dragonling	Trog
Familiar. Fairy	Turtle. Giant Turtle
Familiar. Midgie	Undead. Skeleton Tribe
Fog Monster	Undead. Zombie
Hobgoblin	Water Worm
Hubicarn	Wolf
Jinxer	

LEVEL 3

Ant. Giant Soldier Ant	Panther Possum
Ape. Giant Ape	Pit Beast
Bat. Giant Bat	Quavel
Bear. Black Bear	Rat. Giant Rat
Crocodile. Small Crocodile	Rider
Death Beetle	Sabre Plant
Deer. Giant Deer	Satyr
Demon. Midgie Demon	Scree Slope
Doom Tree	Shark. Medium Shark
Elemental. Lesser Elemental Spirit	Slumber Mould
Flesh Seeker	Slumber Tree
Gremlin	Spider. Giant Spider
Hyena. Giant Hyena	Stingray
Iguanodon	Undead. Ghoul
Magma Man	Undead. Skeletoid
Naga	Undead. Wandering Spirit
Na-Goblin	Wererat
	Yvell Lava

LEVEL 4

Barbican	Ogre
Bear. Polar Bear	Scorpion. Giant Scorpion
Boar. Giant Boar	Shark. Large Shark
Centaur	Siren
Crab. Giant Crab	Snake. Giant Constrictor Snake
Crocodile. Medium Crocodile	Spider. Giant Trap-door Spider
Demon. Demon Hag	Terra Worm. Medium Terra Worm
Dragon. Mist Dragon (h)	Triton
Dragon. Sand Dragon (h)	Undead. Wight
Dragon. Sky Dragon (h)	Undead. Wraith
Dragon. Swamp Dragon (h)	Wasp. Giant Wasp
Dragon. Dragon Lord (h)	Whale
Eel. Electric Eel	Whirlwinds
Fire Drake	Wisar
Gargoyle	Wolf. Worg
Killeroo	Yardan
Lion	Yeowie
Merman	

CREATURE LIST BY LEVEL

LEVEL 1

Ant. Giant Worker Ant	Human
Biter Rock	Leech. Giant Leech
Brssd	Rat. Huge Rat
Carnivorous Butterfly	Scila Vine
Demon. Imp	Toad. Giant Toad
Flurry Ball	Vart Lizard
Goblin	Yvell
Grey Fungus	

CREATURE LIST BY LEVEL

LEVEL 5

Bear. Brown Bear	Elf
Canavon	Giant. Hill Giant
Crocodile. Large	Harpy
Crocodile	Ice Warrior
Death Worm	Iguanodon
Demon. Stalker Demon	Lurker
Dragon. Mist Dragon (m)	Minotaur
Dragon. Sand Dragon (m)	Octopus. Giant Octopus
Dragon. Sea Dragon (h)	Rockamore
Dragon. Sky Dragon (m)	Swamp Fiend
Dragon. Snow Dragon (h)	Tree Herd
Dragon. Swamp Dragon (m)	Undead. Ghost
Dragon. Dragon Lord (m)	Undead. Mummy
Dwarf	Unicorn
Eagle. Giant Eagle	Werebear
Elephant	Werewolf

LEVEL 6

Changeling	Kaggen
Demon. Bonesnapper	Moor-Ag
Demon	Pegasus
Dragon. Lava Dragon (h)	Rhinoceros
Dragon. Mist Dragon (a)	Scorpio Man
Dragon. Rock Dragon (h)	Shadow Steed
Dragon. Sand Dragon (a)	Sith Lizard
Dragon. Sea Dragon (m)	Snake. Giant Poisonous
Dragon. Sky Dragon (a)	Snake
Dragon. Snow Dragon (m)	Stymphalion Birds
Dragon. Swamp Dragon (a)	Swamp Monster
Dragon. Dragon Lord (a)	Terra Worm. Large Terra
Elemental. Greater	Worm
Elemental Spirit	Troll
Giant. Mountain Giant	Undead. Banshee
Giant. Snow Giant	Undead. Keres
Griffon	Wolf. Criben Wolf

CREATURE LIST BY LEVEL

LEVEL 7

Bester	Malachai
Chimaera	Manna Brate
Demon. Spined Demon	Poltegeist
Dragon. Ice Dragon (h)	Queeldon
Dragon. Lava Dragon (m)	Roc
Dragon. Rock Dragon (m)	Sand Dervish
Dragon. Sea Dragon (a)	Sand Monster
Dragon. Snow Dragon (a)	Shifter
Eye Killer	Snake. Giant Sea Snake
Giant. Sea Giant	Sodom Gomorrah
Giant. Sky Giant	Sphinx. Khephren Sphinx
Grim Reaper	Sphinx. Thebes Sphinx
Grulun	Squid. Giant Squid
Guru	Tregar
Jugdivor	Undead. Vampire

LEVEL 8

Demon. Sand Demon	Giant. Cyclops
Dragon. Ice Dragon (m)	Godling. Kashasha
Dragon. Lava Dragon (a)	Godling
Dragon. Mountain Dragon (h)	Spider Monster
Dragon. Rock Dragon (a)	Undead. Skeleton Warrior
	Water Python

LEVEL 9

Demon. DurKali Demon	Uvikwan
Dragon. Ice Dragon (a)	Windecarn
Dragon. Mountain Dragon (m)	Xagar
Godling. Sinto Godling	Xkthar
Gorgon	Zigroth

LEVEL 10

Demon. Love Demon	Hydra
Demon. Possessor Demon	Neela
Dragon. Mountain Dragon (a)	Terminator
Godling. Ragnarok	Titan
Godling	Undead. Shadow Rider
	Vanquisher

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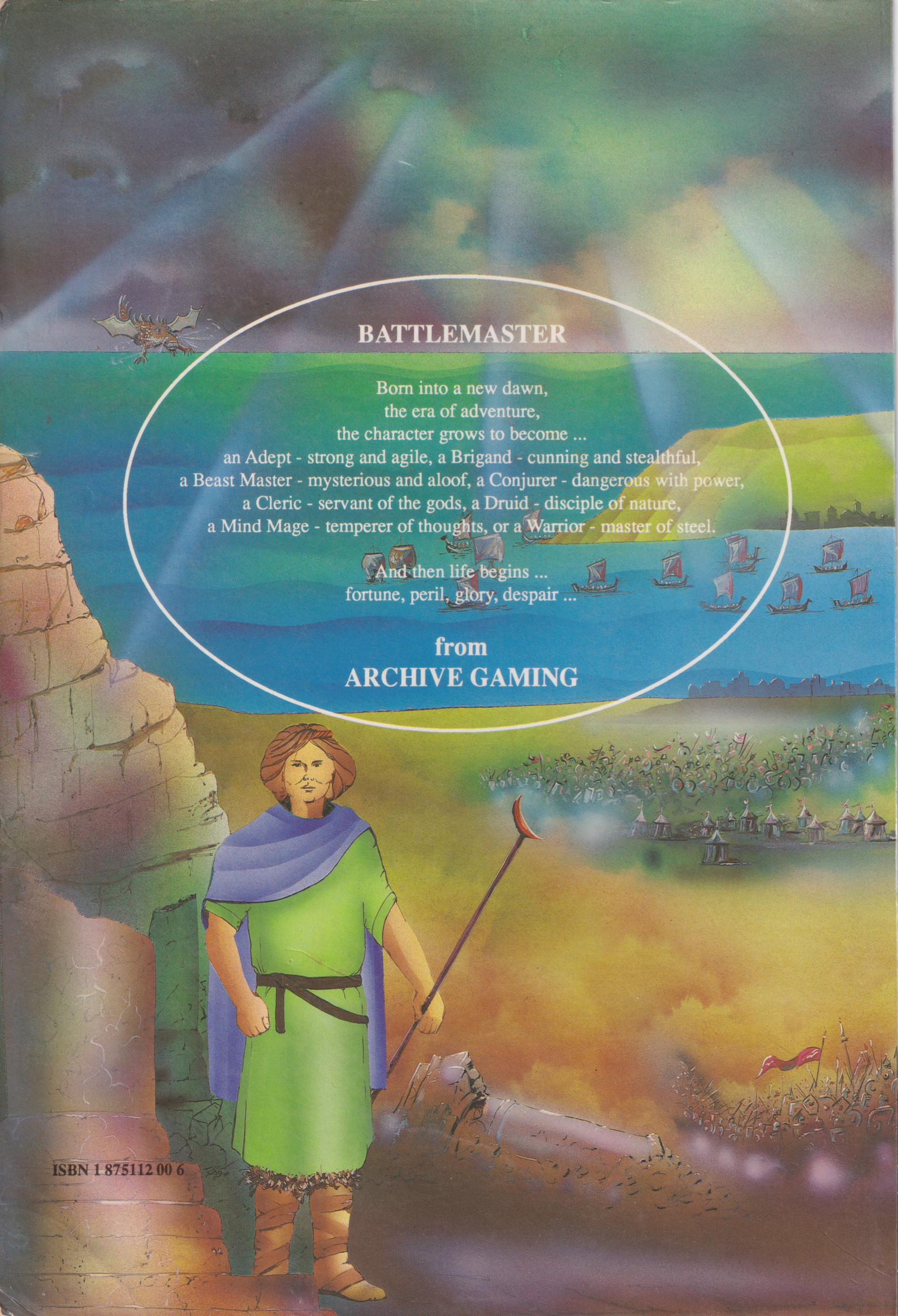
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